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AMIGA · 64





FALCON

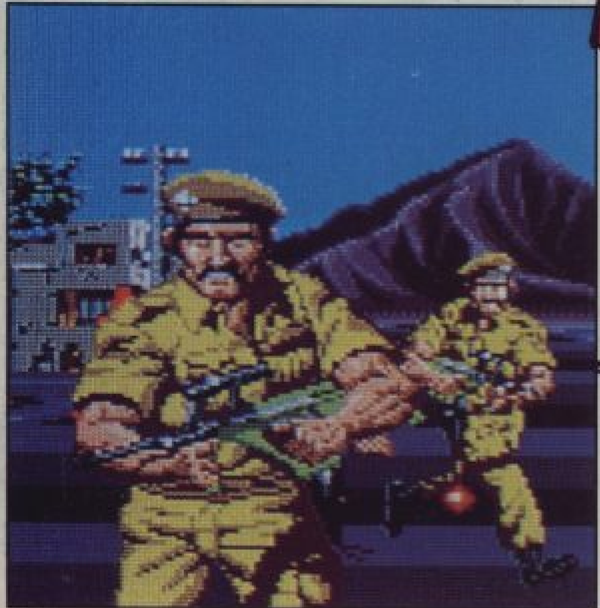
SIERRA HOTEL IN THE SKY

64

MENACE



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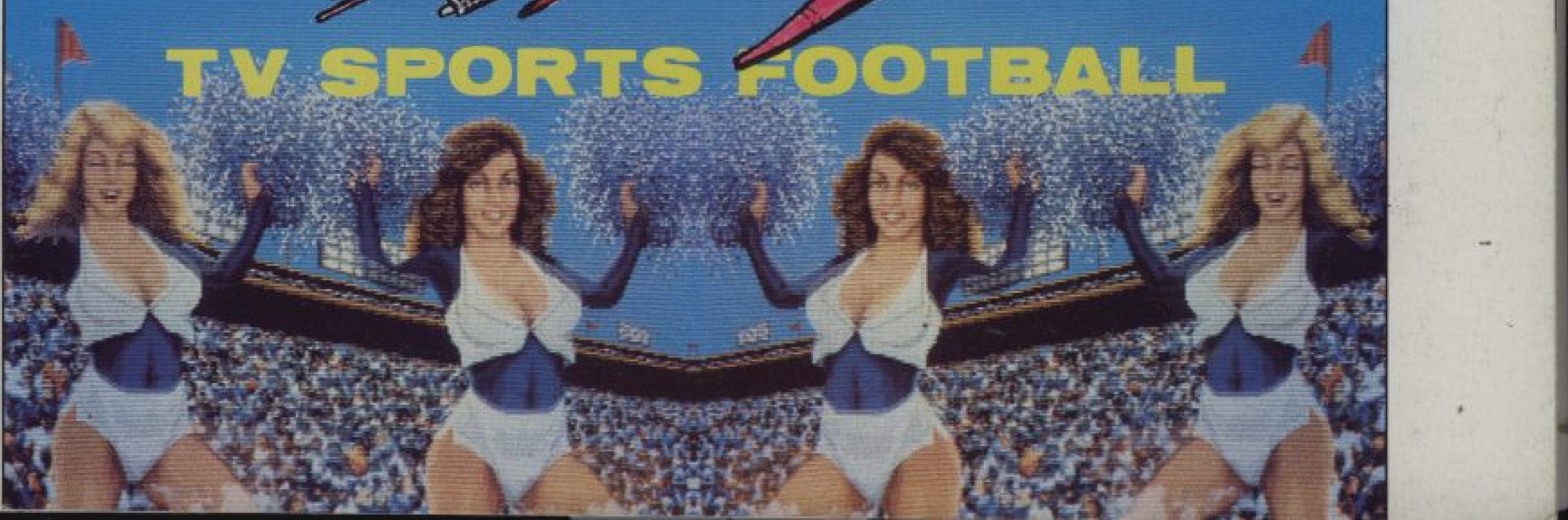
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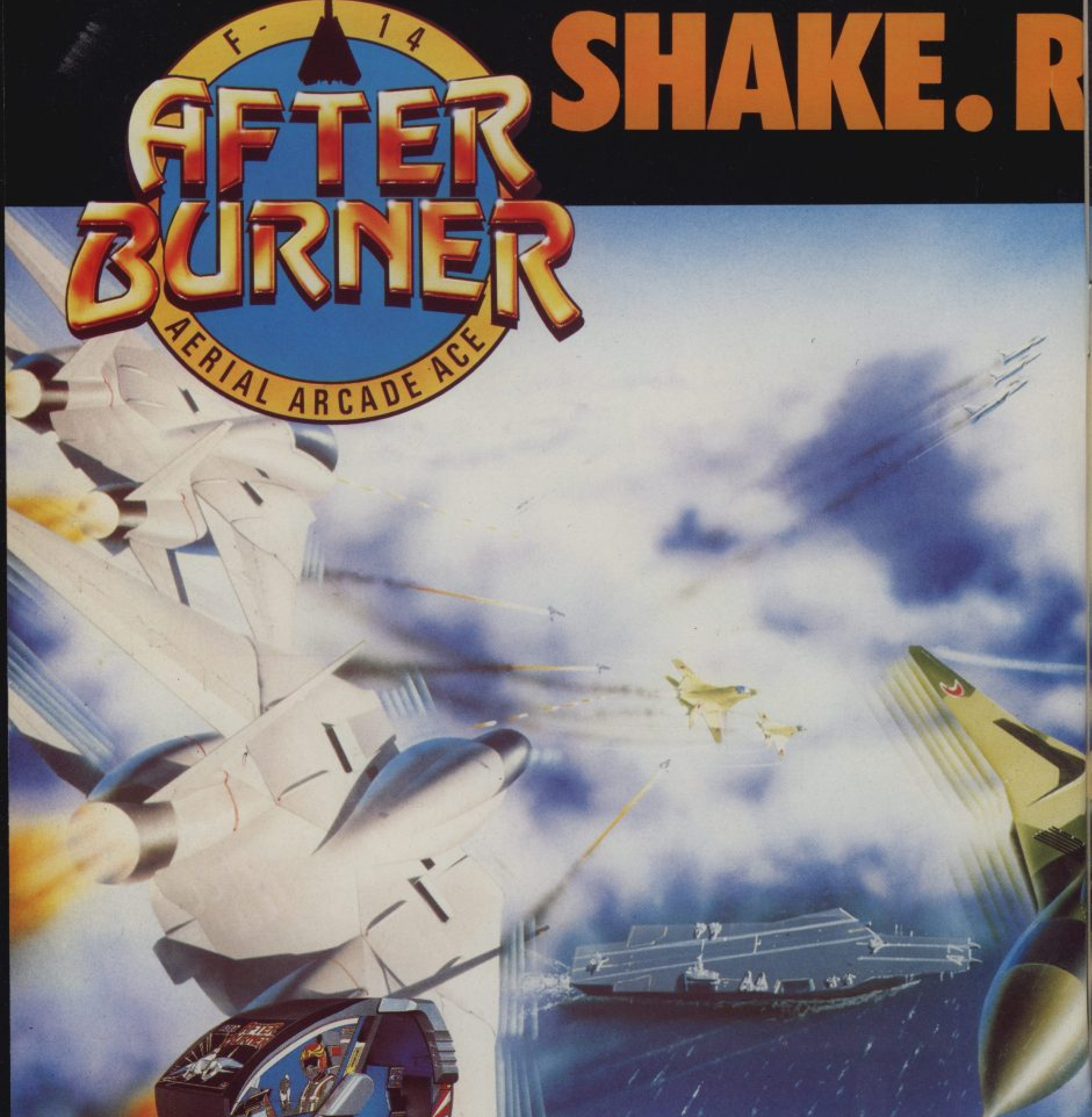
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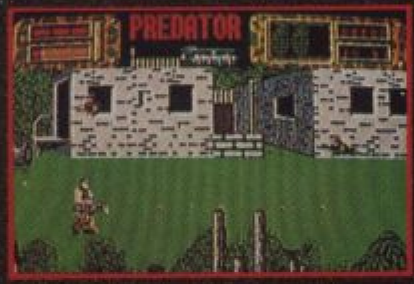
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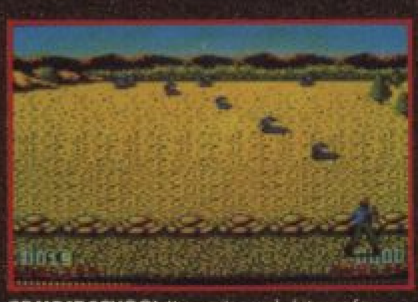
CRAZY CARS You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.
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LAST NINJA replaces C.CARS on C64



PREDATOR You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough....and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.
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KARNOV Join Karnov, the fire-breathing Russian strongman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton on an Ostrich?
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COMBAT SCHOOL Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamesters.
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PLATOON Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!
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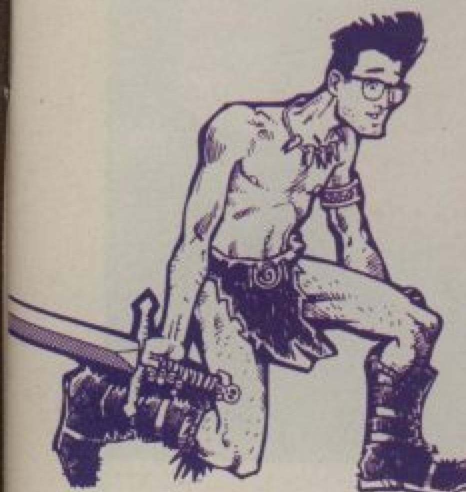
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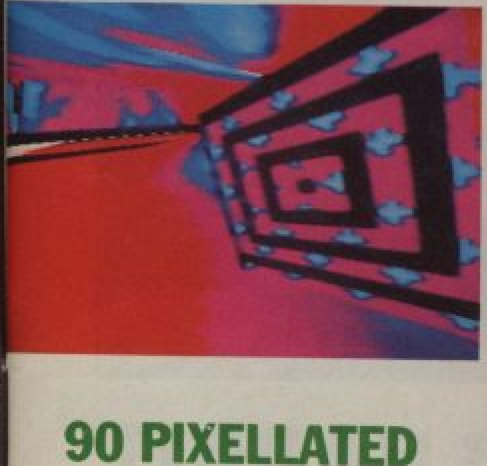
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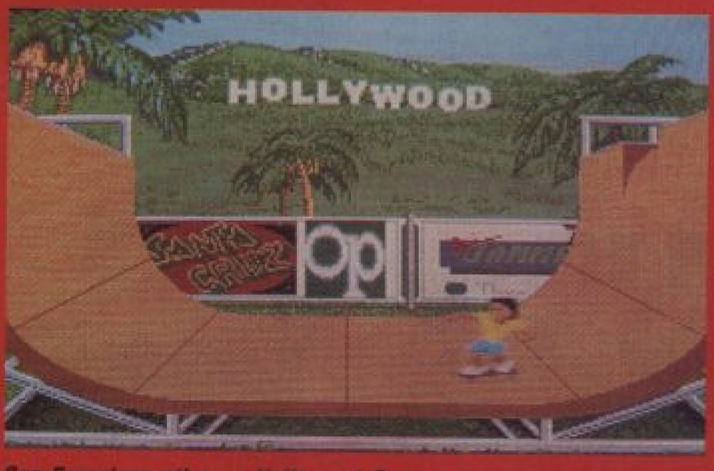




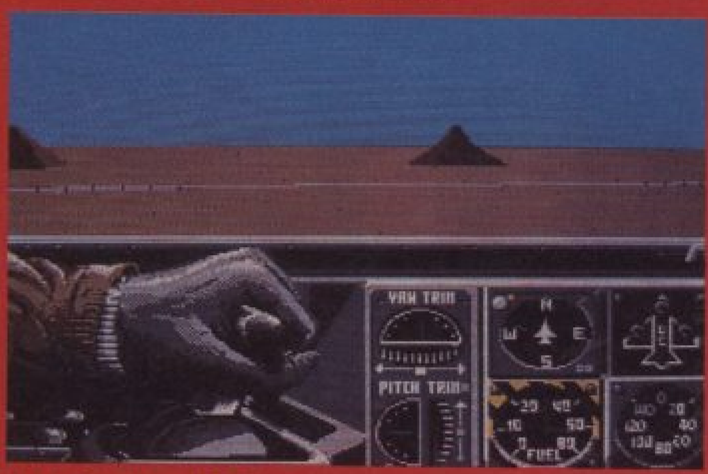
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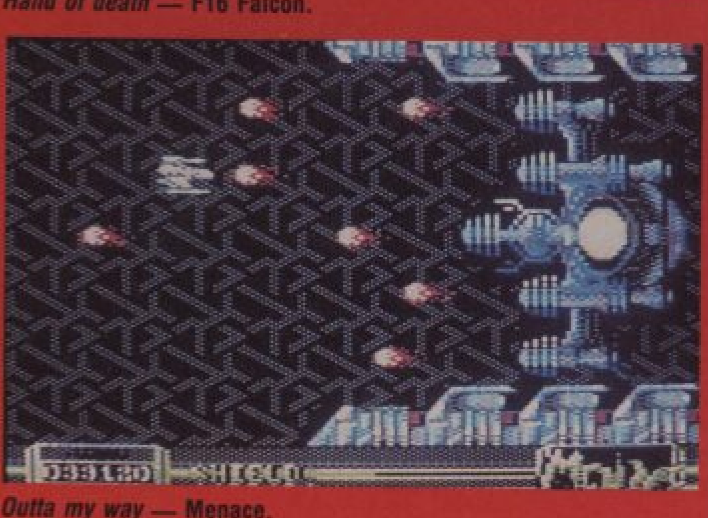
CU CONTENTS



San Franciscovating — Hollywood Games.



Hand of death — F16 Falcon.



Outta my way — Menace.



REVIEWS



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BUZZ

WILLOW WHISKED AWAY

The first release from the new European division of the American company, Mindscape will be *Willow*, which they signed before US Gold snapped up all the future licenses to Lucasfilms.

Like most of George's films, it's heavy on dwarves for some reason. In this case it's the Nelwyn — a race of little people who live in a neutral area of peace, but are surrounded by a land at war. Willow, a member of this diminutive tribe, gets stuck, much to his chagrin, with the task of taking a very special baby to the good castle Tir Asllen to protect her from the evil sorceress Bavmorda. Lots of stupid names and fairly groovy special effects. Presumably the game will take the same course.



Mindscape will be following up with a whole bunch of sports sims, including horse racing and a club house sport compilation "For the rugged indoorsman."



WHO SOLD ROGER RABBIT

Before its official release in Britain by Activision, distributors Gainstar are importing and selling Buena Vista's *Who Framed Roger Rabbit?* game. The game costs a few pounds more through Gainstar because of the duty they have to pay on each copy, but as soon as Activision release it here (its imminent), Gainstar will distribute their copies at their prices.

"We'd like to point out that we are perfectly entitled to buy copies from our associated companies in the U.S. After services will not be affected, distributors will be able to replace games, or refund money, in case of a fault. If there's any further problems, get in touch with us."

Gainstar will be branching out into the license market themselves soon, having just signed a European distribution deal with the U.S. software company, Discovery — who were responsible for games like *Zoom*, *Hybris* and *Arkanoid*. Forthcoming releases will include *Sword Of Sodan* and *Snakepit*.



ORBITER

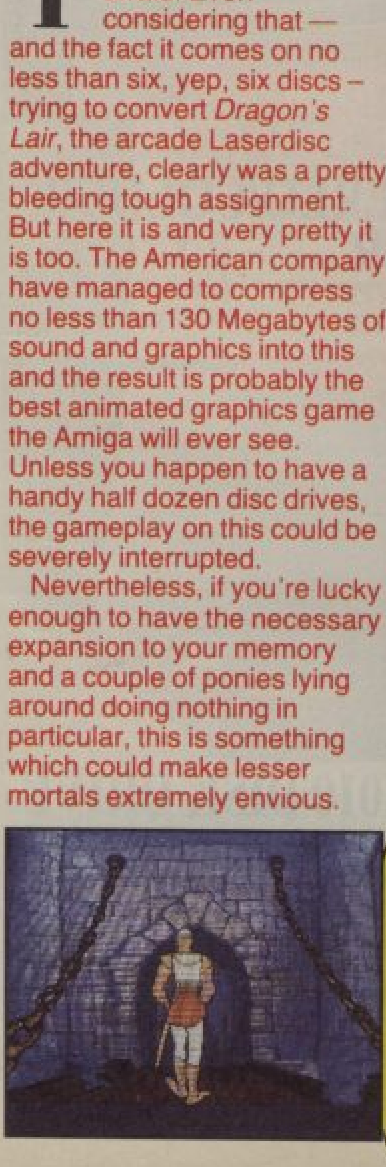
Now this is what I call a flight simulator! Spectrum Holobyte, through Mirrorsoft, are about to unleash the Commodore's first space shuttle simulator. At the controls of the Orbiter (wot no Challenger?), you will be able to blast at enormous speed up through the Earth's atmosphere into space, where you can repair damaged satellites, build a space station and dump John Denver in geostationary orbit forever, because . . . in space no one can hear you sing.

Scheduled for March, this is going to be just the first of a series of simulations which will be based on the latest developments in American technology.

DRAGON'S LAIR

This one's strictly for the owners of a 1 Meg Amiga only we're afraid. Even considering that — and the fact it comes on no less than six, yep, six discs – trying to convert *Dragon's Lair*, the arcade Laserdisc adventure, clearly was a pretty bleeding tough assignment. But here it is and very pretty it is too. The American company have managed to compress no less than 130 Megabytes of sound and graphics into this and the result is probably the best animated graphics game the Amiga will ever see. Unless you happen to have a handy half dozen disc drives, the gameplay on this could be severely interrupted.

Nevertheless, if you're lucky enough to have the necessary expansion to your memory and a couple of ponies lying around doing nothing in particular, this is something which could make lesser mortals extremely envious.



THE CHAMP



Fancy your chances a bit now Tyson's gone a bit wobbly upstairs? Well, at least *The Champ* can promise to strengthen your finger muscles, with eleven separate possible defensive and offensive moves in Linel's new boxing sim. Like Iron Mike, you too can work your way up from brawling on the street corner to being W.B.C. champion of the world. If you're not quite that sharp, you can always try something a little bit below the belt (like punching out the referee). Very handy for all you Korean style boxing competitors. And it "officially" features the music from 'Rocky' too. Yowsah!

POPULOUS

Cripes! This one's a bit blasphemous. You get to play God, literally, and watch over your chosen people, populating the world, claiming new lands, evolving new technologies, all with the ultimate intention of knocking the stuffing out of your opposing God's not so lucky flock. You can zoom into any one point of your world map, which will be displayed in front of you on a glorious 3-D grid. You can also play the game via a datalink, or even a modem, to allow a friend — or more likely an enemy — control the other side. Avoid earthquake, flood, sea monsters, giant birds and, of course, your enemy, and you can pillage to your heart's content. Available in March on the Amiga from Bullfrog, through EA, this could be one of the most original games around.



OBLITERATOR



It's 5am in the morning when your intergalactic radio pager rings. Another call from the Federation Council Of Elders. Still you knew being an Obliterator was going to be a 24 hour job. Apparently the entire federation star fleet has been destroyed by a ginormous lone spaceship. Ah well, looks like you'll have to get your genetically enhanced body out of bed and save the Earth. Your mission in Mastertronic's conversion of the Psygnosis shoot 'em up is to enter this naughty alien ship and cripple it, thus allowing its destruction. Should be available on the 64 by the time this reaches you.

. . . AND MORE BESIDES!

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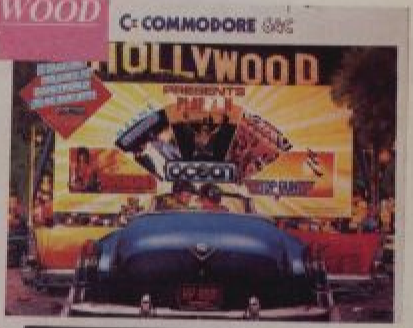


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BUZZ



US GOLD WALK IT

US. Gold are celebrating the acquisition of what could easily be the most desirable licence of the year. He's BIG, he's BAD . . ., no it's not Bernard Manning, its Michael Jackson. 'Moonwalker', Jackson's fantasy film which has just been released, is all set to become a computer game. As a film, it's almost ideal for conversion. Michael's little friends have to be rescued from the evil Mr. Big.

Fortunately, with the passing of a shooting star, Michael has gained amazing powers of transformation, even greater than those of our own Gary Whitta's after half a pint of lager shandy. Mr. Big has met his match, Michael transforms himself into a magnificent silver robot with "supersonic" (sic) weaponry – no doubt with the aid of an army of plastic surgeons.

In the final sequence he becomes a vast spaceship and surrounds himself with a powerful forcefield to reflect the rays of Mr. Big's gigantic laser (fnar, fnar). Not bad for a sprout who started off in a pair of crushed velvet lionels.

'Moonwalker', the game should be available shortly and comes complete with an endorsement from the Llama lover himself.

RAF FLIGHT SIMULATOR

Sick of all those decidedly American flying sims? Well, Cascade, in conjunction with the boys at Brize Norton, are in the process of producing a distinctly British flight simulator. You'll be able to take control of an R.A.F. Tornado and fly it all the way to Hong Kong if you so choose. Their flight sim will be a close reproduction of the ones that are used to train R.A.F. pilots.

In addition to this and as a thank you for their technical advice, a proportion of the profits from each one sold will be handed over to the R.A.F. Benevolent fund.

On the other hand, if you're not tired of American flying machines at all, Gainstar are now importing Discovery's new F-19 flight sim, based around what can be gleaned about the top secret "Stealth Fighter" and shouldn't be confused with the Microprose game of that moniker. It's apparently closer to the *Falcon* F-16 game in it's gameplay. Mind you, it's a fair bet the game takes its information from an artist's impression of the plane and not the grubby little photo released by the U.S.A.F. recently, which shows the F-19 as a flying wing with all the aerodynamic grace of a Lada. Another problem for Discovery's sim is that the F-19 has just been given the new "official" name of the F-117A.

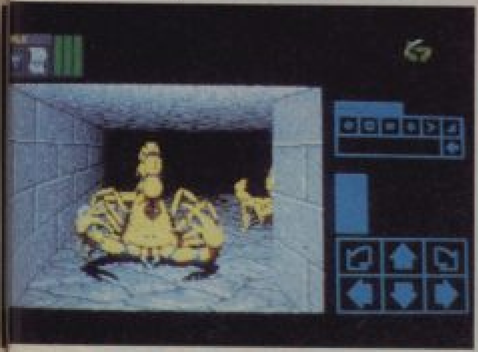


LIVERPOOL DO DOUBLE

If your memory stretches all the way back to last month's Buzz, you'll remember we told you Grandslam had signed the entire Liverpool squad. And because Buzz never tells pork pies, you'll know that this must be true. Well, of course, it is. That, however, hasn't stopped Video Images the company which brought you *Exceleron* on our November cassette, licensing the actual club for its new budget game which will be out on the Impact label towards the end of the season. Seems like a lot of fuss over a club languishing behind the truly talented Millwall in the Football league stakes. By the way, did you know Millwall is the only team in the football league with creche?

DRAGON MASTER

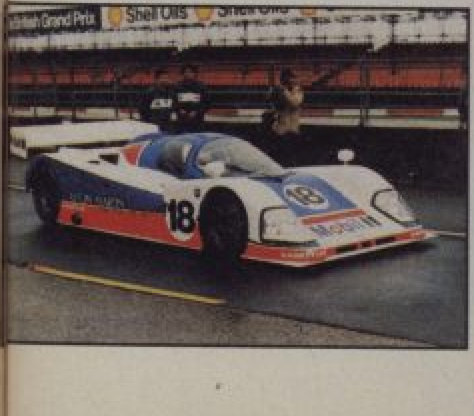
Another one Meg game! There's hope for this one though, as it's due to be converted into standard Amiga format any time now. It also retails for an, in comparison, modest £24.99 through Mirrorsoft. In this dungeon adventure you've got your intrepid hero's front view as he tries to get through one of these awkward days down the labryinth. As well as the usual pummelling and pounding, you can expect some pretty mean puzzles



which will take, shock, horror, brain power! This is set to take the dungeon adventure market by storm with its seriously decent graphics and thoughtful gameplay.

ASTON MARTIN

In keeping with their new policy, Cascade have announced a second British license this month. This time it's for the car which will be leading Aston Martin's challenge for the 1989 Le Mans race. A 6 litre, four valve, V8 brute, pictured here, no doubt its creation was spurred on buy Jaguar's success last year. The car itself has just been flown out to Florida to undergo rigorous testing and the Cascade programmers have been locked into a dingy basement until they've completed the sim, so it should be ready on schedule for early May – well in time for the big event.

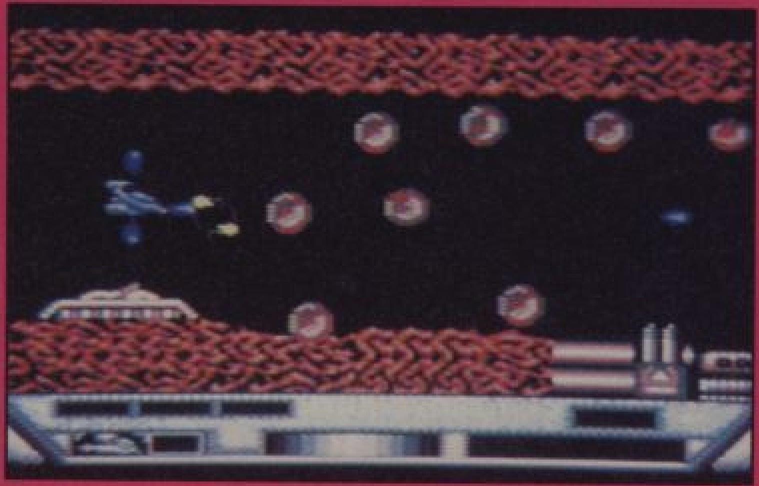


TYGER TYGER

Tyger, Tyger burning bright. . . hang on a minute, I don't remember anything in Blake's poem about marauding Aardvarks. Mind you, there wasn't much about a Sumo wrestler type geezer chopping his way through four harrowing levels with a sword. Firebird's 'all-way' scrolling adventure is set in a "deceptively calm mystical land". Looks a bit like Norbiton to me. You'll be able to board the bus to Aardvark suburbia anytime now.



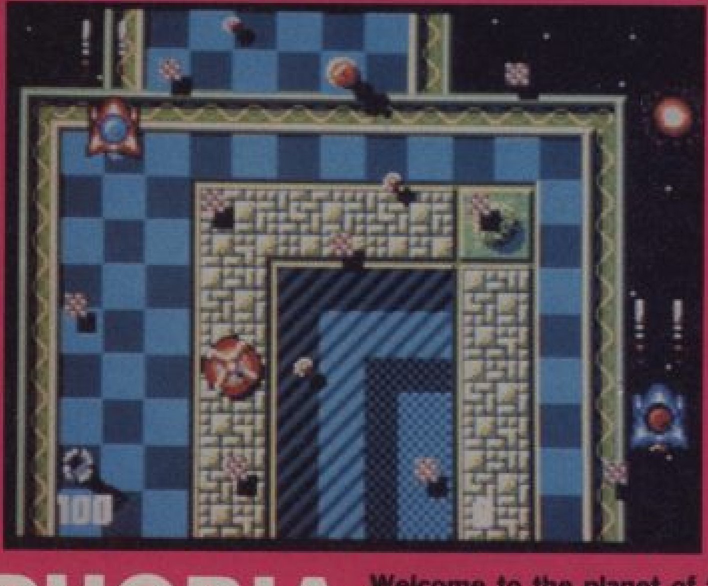
DNA WARRIOR



Your mission: to pilot a microsubmersible through the blood stream to stop the erratic growth of a second brain." Plough your way around the body of a top scientist who mistakenly thought two heads would be better than one. But, be warned, it'll take strategy to defeat the attacks of the mutant brain tissue. *D. N. A. Warrior* is 'The Fantasitc Voyage' without Racquel Welch. A shoot 'em up in a different vein.

SHOOT 'EM UP CONSTRUCTION KIT

The Sensible boys' *S.E.U.C.K.* comes to the Amiga. Now you'll be able to tailor those glorious 16-bit graphics to exactly your own taste with the upgraded version of the 64 hit. With *S.E.U.C.K.*'s powerful editing tools you could write the next *R-Type*, or even get a therapeutic revenge on your enemies by turning them into sprites.



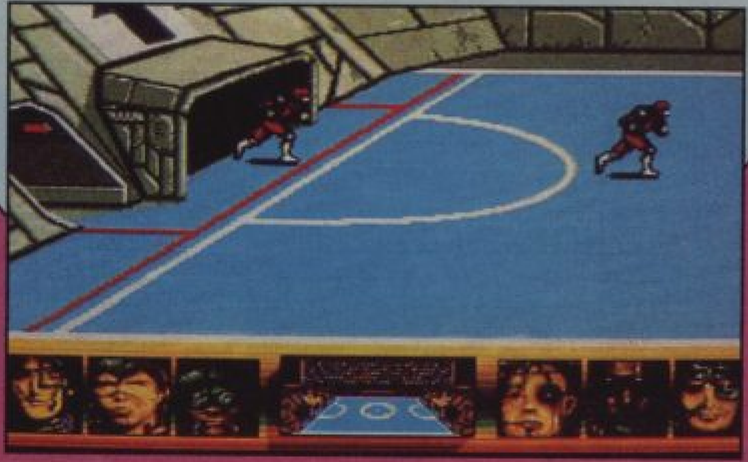
PHOBIA

Welcome to the planet of the killer dentists! This really is a nasty one, forget those nefarious necromancers, a man in a white coat holding a drill is Buzz's idea of MEAN. In *Phobia*, the evil Phobos has created fifteen planets each of which is the living incarnation of a human fear. Spiders, snakes, enclosed spaces, missing Neighbours. Naturally, you'll want to destroy these monstrosties and with a modicum of strategy you just might succeed in Imagework's fast paced shoot 'em up. Out pretty soon on both the 64 and the Amiga.




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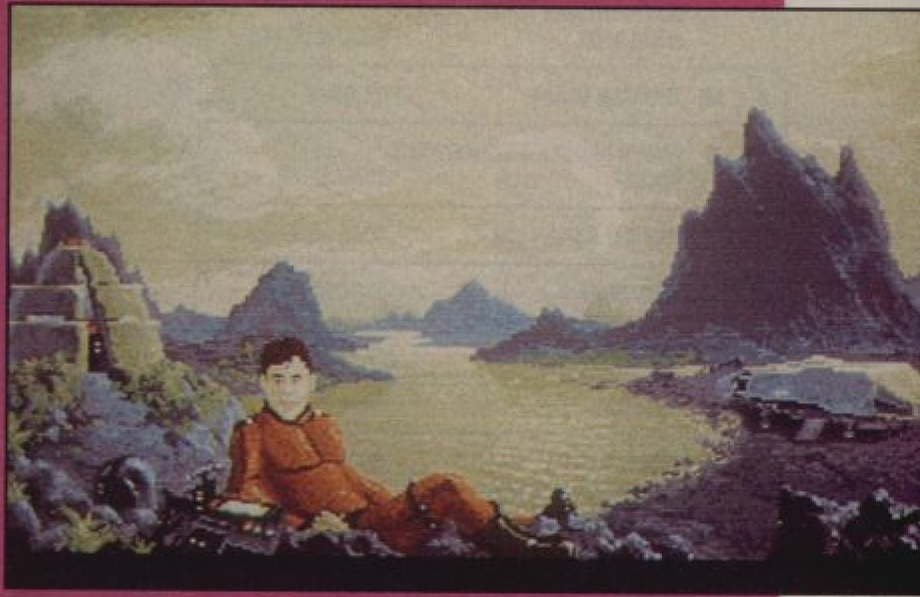


SKATEBALL

"Skateball is the sport of the future, combining the skill of soccer with the gratuitous violence of 'Rollerball'." Well it wouldn't be any fun without the gratuitous violence, would it? Rumour has it that Ubisoft's future shock footie sim has taken its gameplay from a certain first division team. "Pushing and barging against the opposition will earn the player bonus points." Could this be the first game to be endorsed by Vinnie Jones?

TERRARIUM

A terrarium, as you no doubt know, is a miniaturised world in a big glass jar. Well, obviously, if you want to get into Image Works' arcade adventure, you're going to have to get yourself miniaturised, aren't you? All this palaver is made necessary because a minute army from the neighbouring planet Scritox have captured the famous Dr. Scrote . . . sorry, Slimms, and are holding her captive in an enormous, but tiny, if you know what I mean, fortress inside the terrarium. Obviously, she must be pretty important, otherwise somebody would-'ve broken the bottle wouldn't they? The programmers, Splinter Vision, have turned out some very nice graphics spiced with some exciting action sequences. Arriving in a blaze of glory on the Amiga dead soon, like.



SWORD OF SODAN



Some serious chop and slice action as your hero, or indeed heroine (you can choose), pounds their way through a variety of fantastic nasties on the way to knobble the necromancer who offed your old man. Screen high characters allow you a pleasing variety of moves, from a ferocious jumping chop to a sneaky stab well below the belt. The graphics are of the eye popping type and you even get to ride a mutant battle bird which looks like a cross between a Tyrannosaurus Rex and Orville. *Sword Of Sodan* is available through Gainstar in this country and looks likely to cut a swathe through some of the less lively action adventures around.

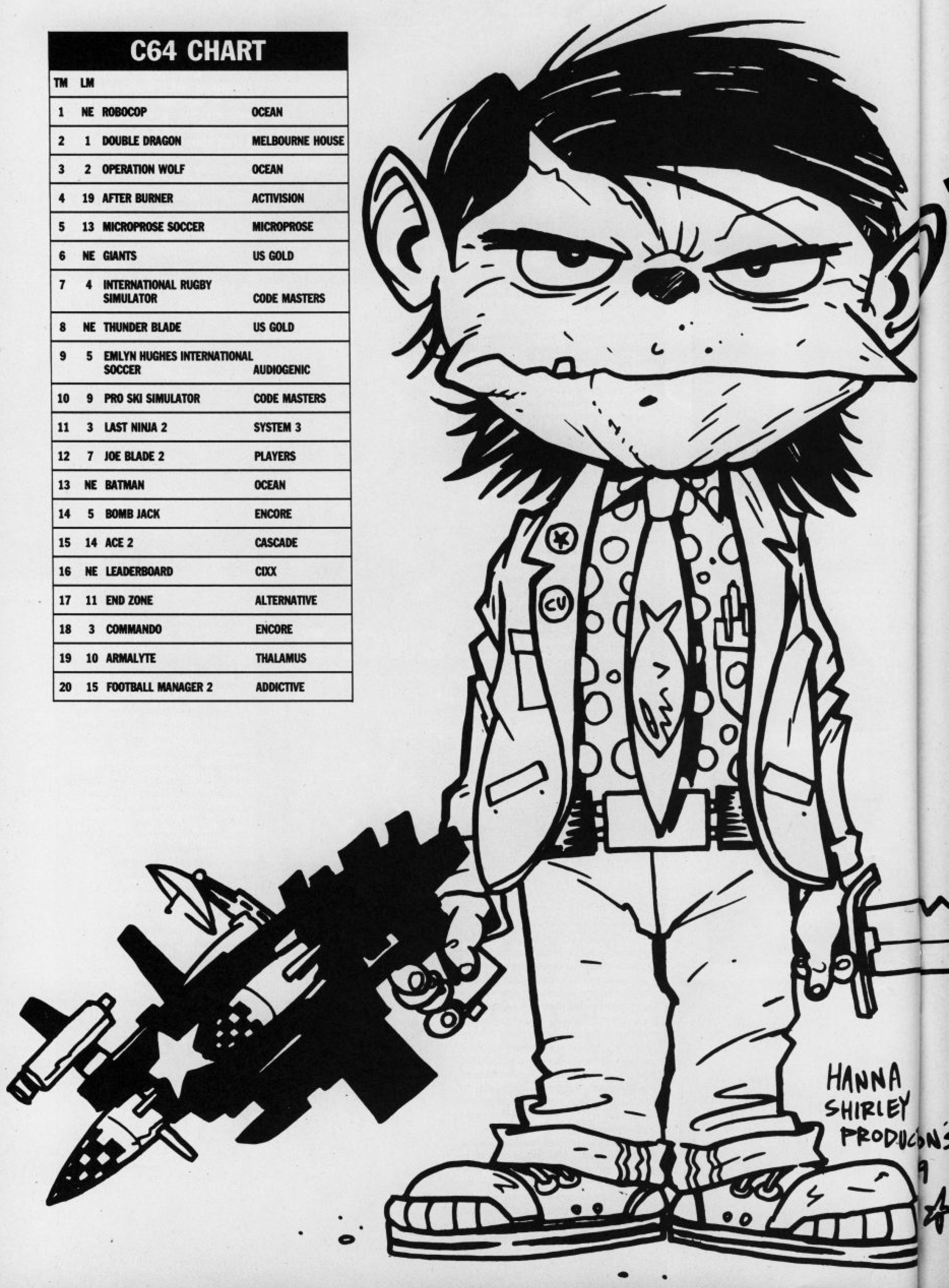
PALLADIN

There are an awful lot of strange and atmospheric lands dominated by evil out there in software land and none more so than that ruled by Murk, who was made skeleton Lord of the Dancing Bones on the New Year Honours list. Fortunately, you're a knight yourself. A Palladin to be precise so it's a downright obligation for you to locate the wizard's tower and waste him as quickly as possible, else there'll be no more gongs in the post for you, my son. The Imageworks programmers have put all this together using a unique 'Multi frame silhoutte' technique. The result is a complex adventure on a stunning background which will be with you lucky Amiga users very soon.



C64 CHART

TM	LM		
1	NE	ROBOCOP	OCEAN
2	1	DOUBLE DRAGON	MELBOURNE HOUSE
3	2	OPERATION WOLF	OCEAN
4	19	AFTER BURNER	ACTIVISION
5	13	MICROPROSE SOCCER	MICROPROSE
6	NE	GIANTS	US GOLD
7	4	INTERNATIONAL RUGBY SIMULATOR	CODE MASTERS
8	NE	THUNDER BLADE	US GOLD
9	5	EMLYN HUGHES INTERNATIONAL SOCCER	AUDIOGENIC
10	9	PRO SKI SIMULATOR	CODE MASTERS
11	3	LAST NINJA 2	SYSTEM 3
12	7	JOE BLADE 2	PLAYERS
13	NE	BATMAN	OCEAN
14	5	BOMB JACK	ENCORE
15	14	ACE 2	CASCADE
16	NE	LEADERBOARD	CIXX
17	11	END ZONE	ALTERNATIVE
18	3	COMMANDO	ENCORE
19	10	ARMALYTE	THALAMUS
20	15	FOOTBALL MANAGER 2	ADDICTIVE



COIN-OP CHART

NE	1	ROBOCOP
NE	2	GHOULS 'N' GHOSTS
NE	3	CHASE HQ
NE	4	DOUBLE DRAGON II
2	5	OPERATION WOLF

AMIGA CHART

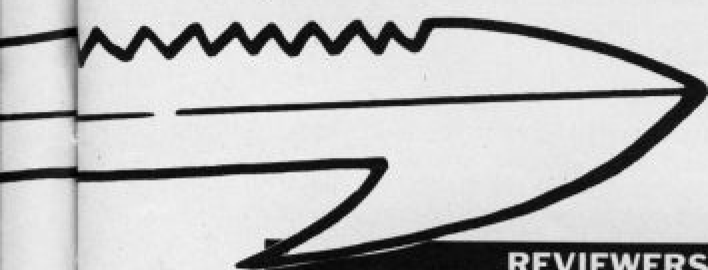
TM	LM		
1	NE	FALCON	MIRRORSOFT
2	NE	ELITE	FIREBIRD
3	3	PACMANIA	GRAND SLAM
4	NE	THUNDER BLADE	US GOLD
5	NE	OPERATION WOLF	OCEAN
6	NE	LOMBARD RAC RALLY	MANDARIN
7	7	SPEED BALL	MIRRORSOFT
8	2	ROCKET RANGER	MIRRORSOFT
9	1	OUT RUN	SEGA-US GOLD
10	4	STAR GLIDER 2	RAINBIRD

ADVENTURE CHART

TM	LM		
1	NE	TIMES OF LORE	MICROPRESS
2	3	POOL OF RADIANCE	US GOLD
3	9	SECRET DIARY OF THE CROWN	MASTERTRONIC
4	10	DEFENDER OF THE CROWN	MIRRORSOFT
5	2	PRESIDENT IS MISSING	COSPI-US GOLD
6	NE	LANCELOT	MANDARIN
7	1	BARDS TALE	ELECTRONIC ARTS
8	NE	COLOUR OF MAGIC	ALTERNATIVE
9	6	BARDS TALE 3	ELECTRONIC ARTS
10	4	ULTIMA V	ORIGIN



CHARTS



REVIEWERS' CHOICE

MIKE PATTENDEN: ***Falcon F-16*** **(Amiga),** ***20,000 Leagues Under The Sea*** **(Amiga),** ***Operation Thunderbolt*** **(Arcade)**
MARK HELEY: ***Gang Hunter*** **(Arcade),** ***Sword Of Sodan*** **(Amiga),** ***World Class Leaderboard*** **(Amiga)**
STEVE JAMES: ***Falcon F-16*** **(Amiga),** ***20,000 Leagues Under The Sea*** **(Amiga),** ***Double Dragon II*** **(Arcade)**
MARK PATTERSON: ***Falcon F-16*** **(Amiga),** ***T.V. Sports Football*** **(Amiga),** ***Galaxy Force*** **(Arcade)**

TOP TEN GREAT UNLICENSED FILMS

1) Carry On Screaming
2) The Italian Job
3) A Clockwork Orange
4) Dirty Harry
5) Caligula
6) Barbarella
7) Pink Flamingoes
8) The Greatest Story Ever Told
9) Driller Killer
10) The Titfield Thunderbolt

CU DEMO -

We're smashing through the oppostion. Why make do with magazines which offer you a one-sided deal on only one format when *CU* gives four great games for the 64 *and* the Amiga?

SILKWORM DEMO

Silkworm **is a horizontal scrolling game in which two players must battle their way through level upon level of maurauding fleets of missile launchers, tanks on parachutes, helicopters that follow your every move and squadrons of jets that zoom towards you at hair raising speeds.**

The player can choose whether to fly a chopper or drive a jeep; both have equal amounts of fire power but each has its advantages so two players always make a great team. Extra firepower and bonuses can be earned but be careful or you might get blown to bits first. *CU*'s demo can be played simultaneously by two people. One tip: dodge the flak as much as possible, don't shoot too much, and you'll see more of the level.

Silkwork **is the first game to be coded by the new development team Random Access set up by The Sales Curve Ltd, licensed from Tecmo and programmed by newcomer to the Amiga, Ronald Picket-Weeserik.**

Instructions:
Side A —
Silkworm **— Insert Disk to load demo.**
This is a one level demo. When loaded, the demo starts straight into the game with both players on screen (helicopter and jeep) with the helicopter controlled by the joystick and the jeep on the keyboard.

There are eleven levels with over forty different aliens in the completed game to date. The backgrounds consists of mountains, sunsets, sea, space, hills, cliffs, and others.

The cursor keys for the helicopter are as follows: left (move left); right (move right); up (gun up); down (gun down); fire (left shift key); jump (ctrl).



Just cut out this coupon (no photocopies, please) and send it together with £1.00 to: *CU* Sidewinder Disk, EMAP Premium Sales, 14 Holkham Road, Orton, Southgate, Peterborough, PE2 OUF. Overseas readers should add £1.00 for postage and packing. Deliveries should take 28 days, but those who have problems should phone 0733 237111. Please don't phone CU!

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SIDEWINDER

'Miss this and you should be condemned to a life of play-by-mail games during a postal dispute.' Such was the verdict when *CU* put Mastertronic's wunnerful shoot 'em up, *Sidewinder* to the test. We were right, it was voted best 16 bit budget release by the industry this year.

Hardly a blast from the past, this intergalactic blastaway features graphics 'which, at last, reach the standards that the Amiga has been promising for years'.

Oh. And one more recommendation from *CU*'s tripped out reviewer: 'Turning the lights down and plugging the Amiga into a stereo while playing *Sidewinder* is an experience not to be missed'. Happy hunting!

Sidewinder **— Insert Kikstart disk if required. At request for Workbech disk, insert program disk to load.**
When you boot the game you will see the title screen. If no key is pressed the game will go into demo. Any key press will start play.

Select the difficulty level by pressing the appropriate key, or using the joystick to move the cursor and pressing fire to select. These are: 1) Beginner, 2) Novice, 3) Pilot, 4) Ace, 5) Master.
Control is via joystick in port two. Pres ESC to pause or unpause.

Collect four power packs en route. These are marked as: R (Rapid Fire, hold down fire button); P (Power Shots, single-shot destruction); G (Ghost turns your ship semitransparent and invulnerable to enemy shots); H (Hoover allows you to pause and shoot).

There are five different types of alien interceptors to kill, plus spinners, which are large passive air defence craft.

Various ground craft are your targets. Crawlers appear from level two — one hit disables these and a second blows them up. Walkers take three hits; hover craft appear from level four. Fire at buildings and — when they are open — gun emplacements and mouths.

CU FREE CASSETTE

DOMINATOR (DEMO)

HYPERACTIVE



DOMINATOR (DEMO)

Side A —

Dominator — Press SHIFT RUN/STOP and press PLAY on the datasette to load the demo. Four highlights will display — then enter the living asteroid on collision course with Earth.

The demo you have is a part of load three. Sound FX will be on finished version.

HYPERACTIVE

Side B

Hyperactive — Press SHIFT RUN/STOP and press PLAY on the datasette to load the game.

Choose from four waves, three weapon types, four energy bars and 999 levels. Each weapon is suited to a certain level and each level is more taxing than the last.

With the survival wave collect eight pods and deposit each one at the base. Destroy all nasties without loosing your energy. If you enter the dragon wave shoot the monsters repeatedly in their heads; and collect spinning bonuses in the bonus level while bombing the bubbles. Enter the attack wave and clear the screen — by killing off everything!

LITION

Who said that *CU* would ever fob you off with any common or garden sheep's innards of a giveaway — (tripe to y'all)? 'Cos this month's free cassette features an exclusive, sneak preview of System 3's *Dominator*, described as '*the* state-of-the-art 64 shoot 'em up.'

The game springs from the talents of programmer, Jason Perkins, who you may remember for his work at Gremlin on the ST. *Thing on a Spring*, *Thing Bounces Back* and *Jack the Nipper* are amongst his notable successes.

DOMINATOR DEMO

Dominator — which will appear in C64 and Amiga versions — features horizontal and vertical scrolling. Release date for the 64 will be 16th March 1989, price £9.99.

HYPERACTIVE

Side two's *Hyperactive* comes courtesy of that whirlingly busy software house, Special FX.

The Liverpool-based team currently have their heads together, working on the conversion of Schwarzanegger's *Red Heat* across all five formats for Ocean. *Hyperactive* was written by Tony Pomfrett, based on the Spectrum version by Jonathan Smith. It's visual FX are by Joffa, Jed and Karen.

And, at the time of going to press, a copy of *Batman* on the Amiga was winging its way from them southward to us. Watch out for the review in CU.

4 FREE GAMES

CU

COMMODORE USER


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At the end of each level you must overcome the Ninja Master in order to progress – some examples of these superhuman villains are: A fire-breathing Fat Man, an Armour Clad Giant and the Green and Gruesome Giant Ninja – who has a disconcerting habit of suddenly multiplying into an army!
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GAUNTLET 2

US Gold
Price: £24.95

What do Cavemen, blobs of jelly and skeletons all have in common? They all live in dungeons of course. I've no idea why — or who built all these dungeons, or even what for, but they're always there anyway.

Gauntlet was the original arcade adventure dungeon and US Gold have here succeeded in maintaining its reputation as the original and the best. Everything you could ever want from a dark hole in the ground is here, and more. In fact, there is a massive 512 levels — so this is a very large hole in the ground indeed. *Gauntlet II* is light on superfluous scenario and heavy on action. Let's face it, you don't have to have all this explained to you, do you? FIND THE TREASURE AND STAY ALIVE. Which means collecting food and drink to keep you alive, amulets with stranger powers than Mystic Meg and potions to assist your magic power, amongst others.

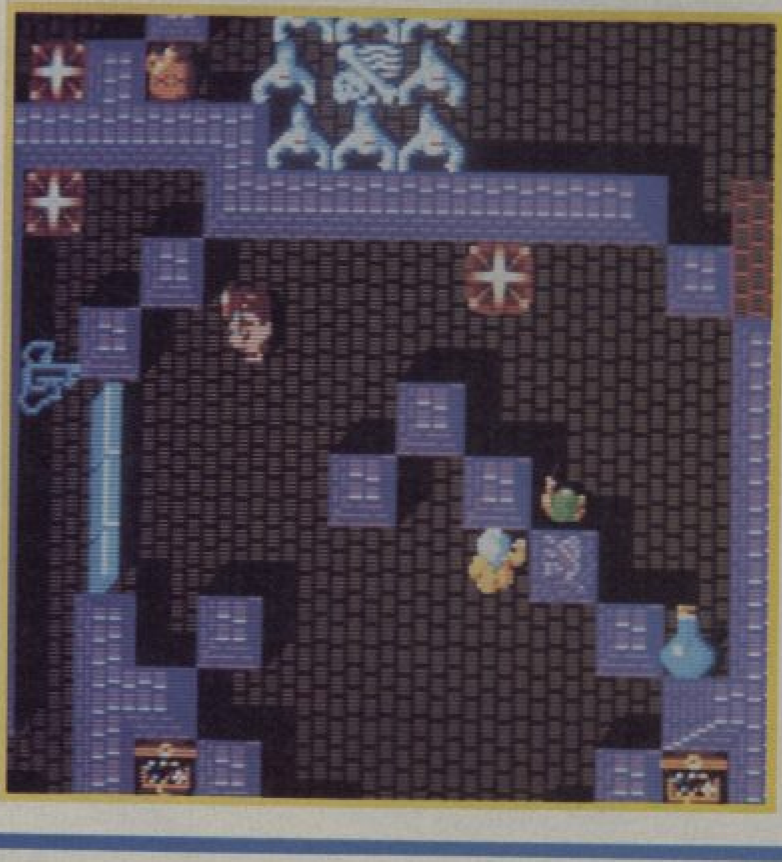


Classic gauntleteering.

You can choose from four distinct characters: Warrior, Valkyrie, Elf, and Wizard (in descending order of muscle and ascending order of magic). This comes in particularly handy, as you have the option to play with up to four people if you interface with the printer port. A handy feature if you have that many joysticks and can fit that number of people round your monitor.

The monsters are reasonably various and the lesser ones often have to have generators destroyed to stop them regrouping to cause you more trouble next time you pass that location. The 'It' monster is a nice touch. If you have the misfortune to come into contact with this glowing sphere (which you almost certainly will) all the nasties on that level will become attracted to you. The result being that they steam into you like a Wimbledon team which hasn't been fed for three weeks. You can transfer this affliction by touching one of your companions, making them 'it'. Needless to say, it does wonders for group loyalty as all other objectives go to the wall as you furiously chase each other around.

Ip dip sky blue who's it, not you!



Graphically, *Gauntlet*'s dungeon is excellent. Effortless omni-scrolling, well-defined sprites and all manner of walls and floorplans to make each level distinct from all the others. The on-top view means you're limited to a view of the top of your character's bonce, but this pales into insignificance against the virtue of crisp definition, which *Gauntlet II* has to the highest level. The same goes for the sound — at last it's all there and sampled from the coin-op, too.

Since the first *Gauntlet* has never been available on the Amiga, this is the obvious choice if you want to buy one definitive arcade D+D game on 16-bit. For unabashed playability and downright fun, *Gauntlet II* is unbeatable.

Mark Heley



COMMODORE USER SUPERSTAR

SOUND	86%
GRAPHICS	90%
LASTABILITY	90%
PLAYABILITY	96%

94%

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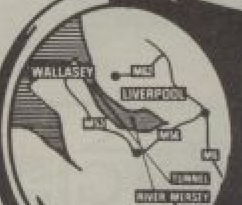
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LED STORM

Hands up everyone who knows what LED stands for. That's right, Lazer Enhanced Destruction. So why is Capcom's new release so named? Is it because your stealthy space cruiser is armed to the hilt with lazer weapons of every description known in the galaxy? Nope. Is it perhaps because an alien armada is at this very minute headed toward the Earth, poised to wreak lazer-enhanced destruction on the cities of the world? Wrong again. Possibly your futuristic high powered car is fitted with lazer powered turbos to give you incredible acceleration? Bingo! Of course, obvious really, when you think about it, that the title has nothing whatever to do with the game.

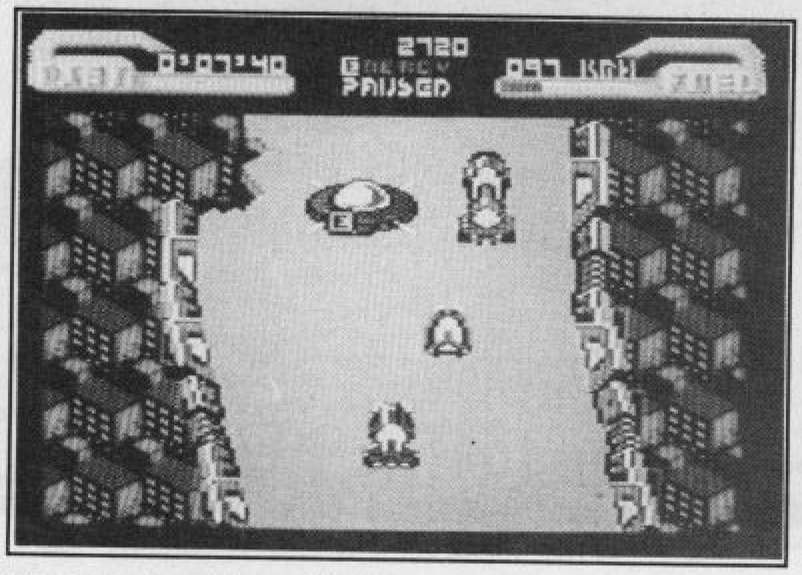
LED Storm is a vertically scrolling race game. The object is to complete each of the nine stages before running out of fuel, being smashed to pieces by the other competitors and numerous obstacles, or disappearing down a hole, never to be seen again. Each of the stages has its own little surprises though, basically, they consist of motorway-like stretches of road dotted about with ramps, holes, people, fuel dumps, juggernauts and so on. Its a bit like the M25 on a good day.

By hitting a ramp, you can soar above the mayhem going on down below and avoid the really big holes that seem to go on for miles. Fall in to one of these and your only hope is rescue by a huge transporter thing (but it is mighty slow progress). Another way of avoiding damage to your beautiful bodywork is to pick up invincibility tablets which occasionally float across the road. These tabs, consumed by driving over them, provide your motor with a yellow forcefield, enabling you to smash into anything with complete impunity. You have to watch out though, as they have a tendency to give out just when you're lined up for a fifteen vehicle pile-up.

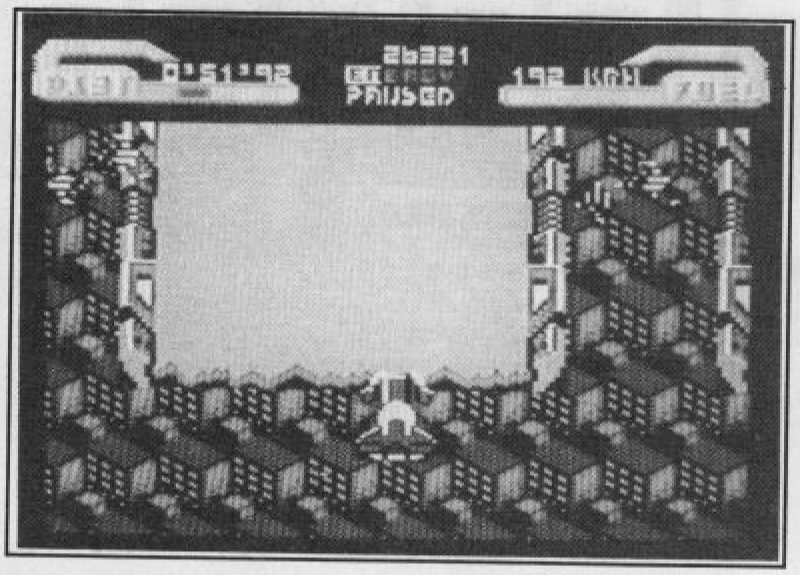
If this does happen, all is not lost. You can replace energy lost in such 'accidents' by picking up the E tablets that occasionally float past. The only problem with these tablets is that they have an annoying tendency to float right off the side of the carriageway — and in your overzealous efforts to capture them, you can end up doing more damage than you set out to prevent.

Landscape changes for the nine stages are more than just cosmetic, with plenty of new features introduced such as the coral monsters in stage three and the dinosaur remains in stage 5. All the same, this is little more than the old vertical scrolling buggy race with some nice scenery. Oh, and some great music to liven things up a bit.

Ken McMahon



The saucer drops off some 'E' additives.



Looks like you just made it.

US Gold/Capcom
Price:
£9.99 cass
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AMIGA

There's even less to recommend the Amiga version. The horizontal scrolling is jerky whilst the extra graphic capabilities are scarcely used. This highlights the game's inadequacies still further. *LED Storm* is a weak coin-op and the home conversions ultimately reflect this.

SOUND:	**66%**
GRAPHICS:	**61%**
PLAYABILITY:	**59%**
LASTABILITY:	**52%**
OVERALL:	**57%**

SOUND	**86%**
GRAPHICS	**62%**
PLAYABILITY	**60%**
LASTABILITY	**53%**

62%


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F16 FALCON



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Cockpit pros do well.

The F-16 is proving a pretty popular jet for simulations these days. That's not surprising because the F-16 is probably the best dogfighter around. It's fast, highly manoeuvrable, highly equipped, and well armed. It's also flown by some of the best pilots in the world. Which is where you come in.

After EA's groundbreaking *Interceptor*, Spectrum Holobyte have come up with the state-of-the-art fighter sim for the Amiga.

It comes on two disks with a manual that reads in places like an advanced maths textbook. It took me an hour just to read it and get my head round some of the things involved. An even cursory read is advisory, but if you load up and get stuck straight in, you'll start as a 1st Lieutenant — about the same kind of level as *Interceptor*. You can't crash the thing — even into mountains — and the enemy is slipped a couple of Valium to keep them docile. Migs are soft as Andrex and SAM missile bases don't launch at you should you stray in range.

Once you've selected your rank and mission, the start up screen presents the picture of a fat and jolly ground sergeant

Mirrorsoft
Price: £29.99

Red alert, Migs swarm.





User-friendly arsenal.



The Mig is on top, but not for long.

who'll arm your plane for you. But load up too heavy and you will plummet out of the sky.

There are a dozen missions to undertake and these range from the *Milk Run*, in which you go in for a bit of target practice, to *Grand Slam* in which your required to take out four Migs.

There are many different views of your jet, but the one you should concentrate on is in the cockpit. Familiarise yourself with the HUD display and the mass of dials in front of you. Again at starter level you won't need to worry about so much, but later on everything requires your attention. You'll also have to worry about adjusting your flaps and yaw/pitch. Try watching that lot when you're in a dogfight and trying to toggle radar modes and set up a Sidewinder.

Like *Interceptor* you can look at the plane from outside and by pressing 2 you'll be able to pan right round the plane. Possibly my favourite pastime when I'm not splashing Migs. There's a view from the control tower and a satellite view as well. Toggling F1/F2 allows you to zoom in and out. You're also allowed to look out both sides and even out the back.

Your various missions, failures and successes are all recorded in the Sierra Hotel role of honour. It's always preceded by little snapshots of the results of your efforts. Get blown away and you'll see a still of a cross and a flypast, a cock-up normally results in a court martial (you'll be logged as busted), whilst an ejection shows as being successful or otherwise and may or may not suggest rescue. One small gripe is that if you eject you don't get to see your pilot fly out the cockpit. There's no pleasing some people.

The graphics in *Falcon* are fine, the opposing Migs are particularly well detailed, and there's a good deal to see on the ground. Sound is OK, and an improvement on most flight sims by the inclusion of a 'Bitchin' Betty', an audible warning that nags at you if you're in trouble. Well authentic.

Falcon is packed with depth and since this is a review and not a manual I simple don't have room to tell you just how good it is. No doubt it'll be superceded by another sim soon, that's the beauty of the software scene. Until then it's Sierra Hotel.

Mike Pattenden



SOUND	**83%**
GRAPHICS	**95%**
LASTABILITY	**96%**
PLAYABILITY	**95%**

95%

AMIGA

Screen Scene



Are you sure this is the Blackwell Tunnel?

LOMBARD RAC RALLY

The Lombard RAC Rally is probably the biggest, and most famous motor rally held by Lombard with the letter RAC held in the title. As you can probably tell from the intro, I don't know a whole lot about rallies, other than they involve you driving a car, plastered with stickers, around a very muddy course, skidding left, right and centre and continually coming within an inch of killing reckless spectators or overturning.

The particular rally that this game is based on is a five leg heat from Harrogate to Harrogate, stopping off at Carlisle and Telford on the way. Before you are allowed entry to the rally itself, you have to prove your merit by racing all five legs seperately, and this is the important bit, you have to win a prize in at least one. To win a prize, you have to complete the course in any of three time ranges, earning you first, second and third prizes.

As well as racing, there are lots of other exciting aspects of a rally that have to be taken into consideration. Firstly, and probably most importantly, you have to keep your car in shape. This is done at the workshop. You are shown the four main aspects of your car (engine, tyres, suspension and bodywork) and a percentage to represent the amount of damage for that area. Repairing it is no problem, but the cost is. Each percent costs one pound to fix. On top of that, there are numerous extras that need to be bought, such as fog lights, four-wheel drive (to help you get up hills), optional saucy lady (in case you get bored) and fluffy dice. The only real problem here is getting money.



We should have joined the AA

There are two ways to get money. The first, though by no means the easiest, is by winning a race. The second is by protecting your public image and going for a TV interview. To qualify for an interview a quick-fire trivia quiz based on information in the back of the accompanying manual and more besides.

So once you've done all that you do the actual race. The game is viewed from a slightly unusual angle, from the back seat, looking between the driver and the co-driver. In effect, you're driving a remote control, and the driver is fully animated. See him turn the wheel, and change up and down the gears.

Control is fairly standard. Left/right to steer, up/down to accelerate and decelerate and fire held down activates the gearbox, with up and down then changing gears up and down.

The road is smooth and the update of the stripes on the road and the roadside objects s convincing and jerk free. The other cars, when you find any, are presented very badly however. The come towards you in around three updates, which is more than just a little jerky. This doesn't spoil what is essentially a fun driving game.

Tony Dillon

Amiga
Mandarin
Price: £24.95

SOUND	65%
GRAPHICS	83%
LASTABILITY	70%
PLAYABILITY	81%

78%

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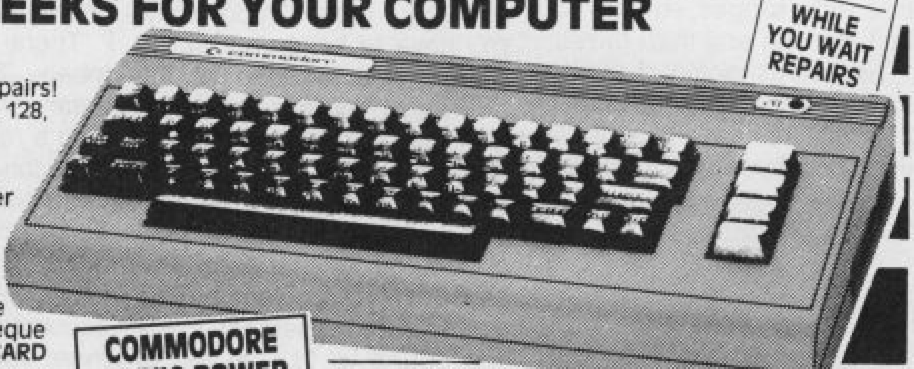
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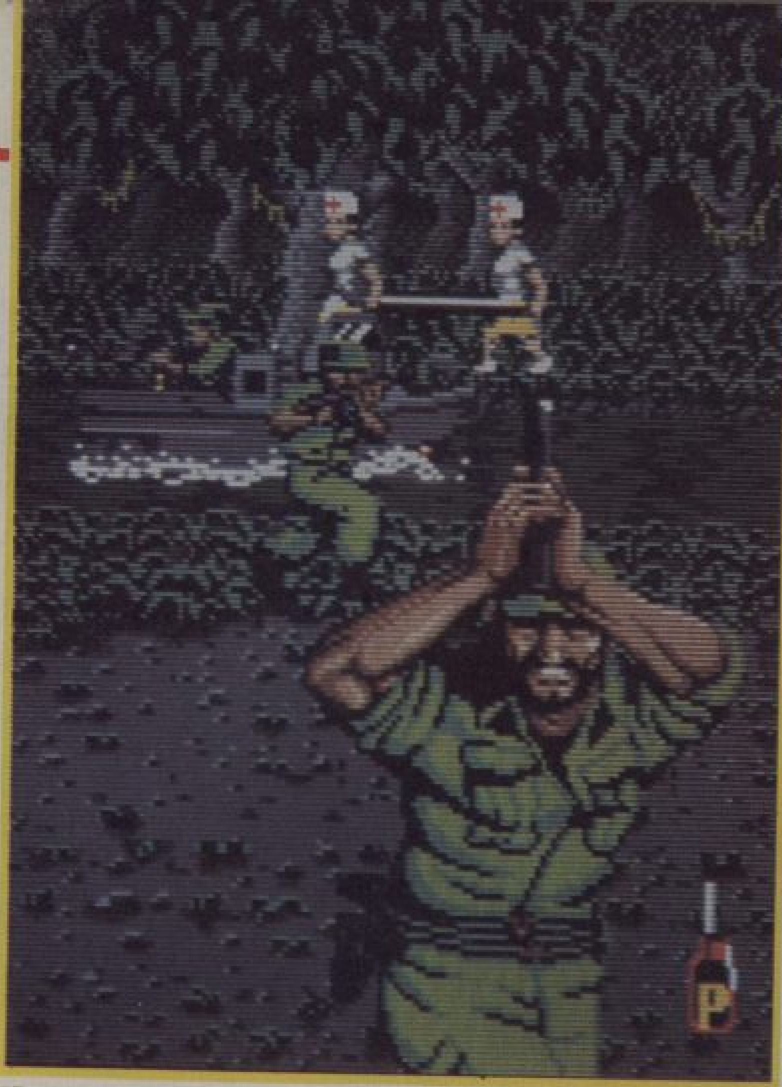
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OPERATION WOLF



Take that Telecom!

The Amiga version of *Operation Wolf* comes on two mayhem packed discs, but still really does take an inordinate time to load. I would have thought it would have been possible to compress the game a little more, especially as you're forced to go through the entire laborious process each time you want to play. Nevertheless the end result is well worth the wait and is undoubtedly the best representation of *Op Wolf* outside the arcades. The slowness of the load is pretty much its only serious fault. You certainly won't have to wait until you see the whites of your snarling enemies eyes before you blow them away against the delightful well-drawn background.

The flimsy scenario does hold the game together surprisingly well. Having a clear purpose does concentrate the mind and makes you feel a little better about the vicious carnage, even if it is just a bunch of old sprites. One thing I've always liked about this game, no doubt because of my mercenary nature, is that instead of getting points you get paid — cold cash money — so you can watch your bank balance escalate pleasurably (even if the nearest cash point is several hundred miles away).

The Amiga version is, to say the least, erm . . . challenging. No-one round here can get much beyond the second screen, let alone rescue the hijacked jet. Each adversary has to take a solid hit before they do down, and often two or three, and the thrown daggers which come at you regularly are a nightmare to shoot out.

The music too is an excellent adaptation, unfortunately you'll spend a little more time than is desirable listening to it as you wait for the game to load one more time.

Since you're meant to be wielding a Uzi, it might have helped to give you a little more ammunition. Miss one of the collectables and you can wave goodbye to your mercenary spending any of his ill-gotten gains. For the majority of people, who are unlikely to be able to ascend to the later stages without a considerable amount of practice, it would have been nice if you'd been given the option of switching the stages around so you at least get to die on a different screen occasionally. Unfortunately, that doesn't seem to be considered mercenary-like behaviour, so you'll just have to soldier on, ho, ho, ho.

Operation Wolf is a classic of its kind and this conversion by no means disgraces the original. Don't let me give you the impression that, because this game is difficult, that it's impossible, or merely frustrating. *Op. Wolf* is both addictive and compelling. Shame about all the disk swapping but, Ocean say, that was the only way you could have the whole game.

Mark Heley

Ocean
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SOUND	89%
GRAPHICS	91%
LASTABILITY	86%
PLAYABILITY	75%

84%

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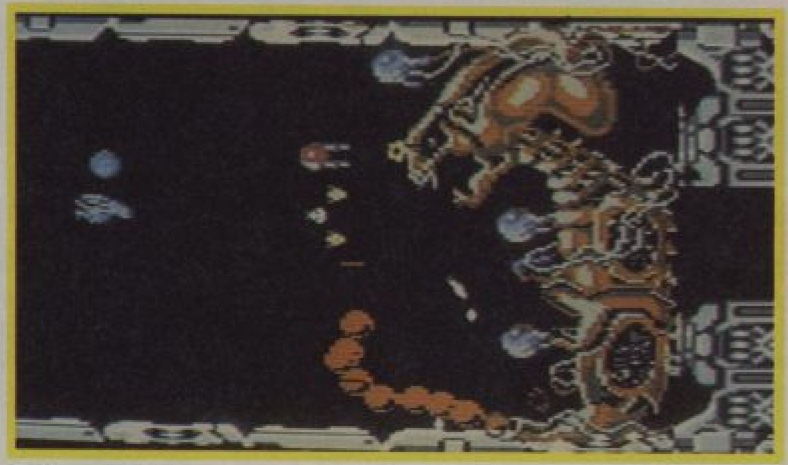
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R *Type* is probably one of the greatest, if not THE greatest shoot 'em-ups to herald the arcades. Unfortunately it's also a fairly average 64 SEU, a weak conversion which contains one of the sloppiest loading systems ever devised.

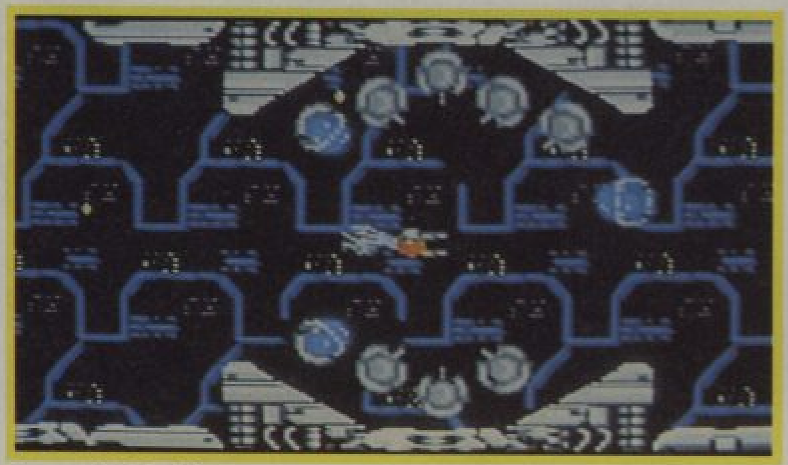
All you need to know is that you are the pilot of a class R-9 type airborne fight locked in mortal combat with the evil forces of the oppressive dictator, Bydo. The practical upshot of all this is that you get to fly, left to right, across the eight progressive levels of knuckle-hard, finger-prodding action. It's not the hoards of aliens that make it hard. It's not the high number of bullets in the air at once that causes the difficulty. It's the damn unplayability.

Your ship, which by the way is small and blocky, moves very slowly across the screen, and everything else has a tendency to move faster.

Graphically, the coin-op is all there. Activision have successfully managed to capture the look of the graphics, from the cold, metallic backdrops of the first level, to the murkiness of level two. There are one or two small discrepancies, however. One of the best things in level one was an incomplete hoop, that span round firing inwards. You had to get through the opening, wait until the opening has moved round in front of you, and then get out again. This has been converted to a series of guns arranged in a circle. The don't move or anything, they just fire, presenting no challenge at all.



In the worm's lair.



Surrounded by aliens.

R TYPE

The most important thing about *R Type* is the fact that it's a progressive SEU. As you fly along, you come across a particular breed of aliens reknowned for having strange digestive systems, which means, when they pass anything, it comes out as peculiar lumps of metal that, when attached to your ship, give you things like extra weapons. The first one you get is a natty number by the name of The Force. This is a little ball that attaches to the front or rear of your ship and acts like an indestructable shield. It can also be fired off, to be used to clear particular dense areas. Amongst an impressive armoury, you have a beam weapon at your disposal. Hold down the fire button and release it to let loose a powerful energy bolt that flies through everything. Just how much damage it's capable of doing depends on how long you hold down the fire button.

As I've said, it has a particular bad loading system. If you are a cassette based user with no patience, think very carefully about buying this game. Not only does it suffer all the usual indignities of multi-load, it also has a nasty habit of loading in the first level at the start of each game, regardless of how far you got in your last game. Even if you didn't get off the first level last time, you still have to reload. It's also bugged — it's possible to let the first end of level alien fly right through you.

Not the most satisfying of conversions, expecially when compared to something like *IQ* or *Katakis*. It's addictive though, it'll keep you coming back for a while, particularly if you're a disk user, but the multi-load won't. Could have been much better, which is very annoying.

Tony Dillon



Hoopla of death.

Activision
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SOUND	70%
GRAPHICS	86%
LASTABILITY	62%
PLAYABILITY	44%

67%

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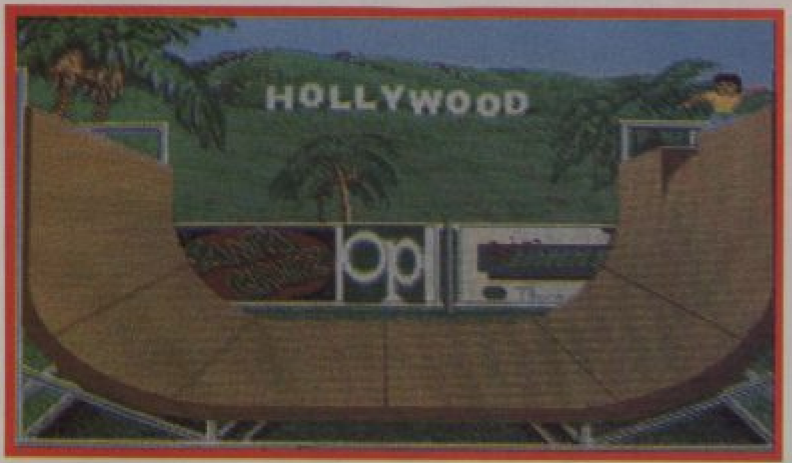
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CALIFORNIA GAMES



Hollywood has its ups and downs.



What do points make?

Opening with the Kingsmen's 'Louie, Louie' backing the credits, the Amiga upate of the 64 blockbuster is as Californian as a year round sun tan. It may not be the best of the hundred and fifty so versions of the song recorded, but it's the thought that counts.

No new sports have been added to the original eight bit format, so the gameplay remains virtually untouched. You can skate in the half-pipe, juggle with the foot bag, "shred the tube" (which is surfing, to all us pasty faced Brits), roller skate, BMX race and (whoopee) play flying disc — better known as Frisbee. You can take them on individually, or you can submit yourself the strains of a sun drenched sexthalon (that means six events, by the way).

Some of the events are as completely trivial as only the Americans could possibly manage. Frisbee involves you in launching the disc and then trying to position your catcher underneath it. A bit bleeding easy if I do say so myself . . .

Foot bag is, surprisingly, more fun. All sorts of combinations of tricks are possibile. Wonderfully exotic stunts like the Horseshoe and the half axle, which basically consist of booting the bag up in the air a couple of times with different feet. If I really wanted to play foot bag I would stagger out in my spacious garden, not spend £25 on a simulation.

By far the best sports here are the BMX racing and the surfing. The BMX track effortlessly scrolls over a variety of different jumps and obstacles and each time you crash your rider lets out a painful little squeal — especially the time he got impaled on a cactus — and a comforting message appears like, "Chill Out" or "You Ate It!", which winds me up no end. Likewise on a surf wipeout, a little shark sometimes appears to the strains of the *Jaws*' theme.

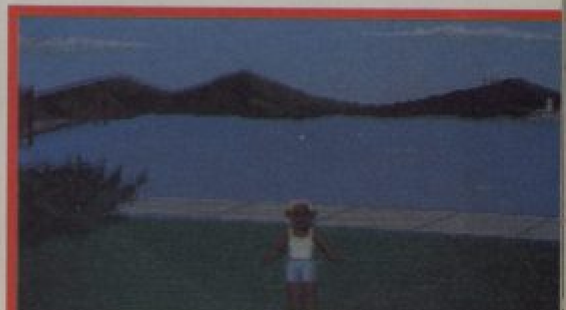
The stunts you can perform here, if you're sufficiently adept, are moderately satisfying, but there's still not a lot to sustain interest. There's only so much your imagination can do with a dirt track.

As you'd expect the graphics on this Amiga version are considerably improved, but all you seem to be paying for is a bit of improved resolution and a couple of extra stunts listed as Footbag. I managed an Axle Foley, but I can't tell you what it is because the instruction guide isn't kind enough.

Californian Games is a good laugh, it was ideally suited to the 64 but the Amiga can't make much more of it. To buy this sports sim you'd either have to be a relative of The Beach Boys, or just simply very rich.

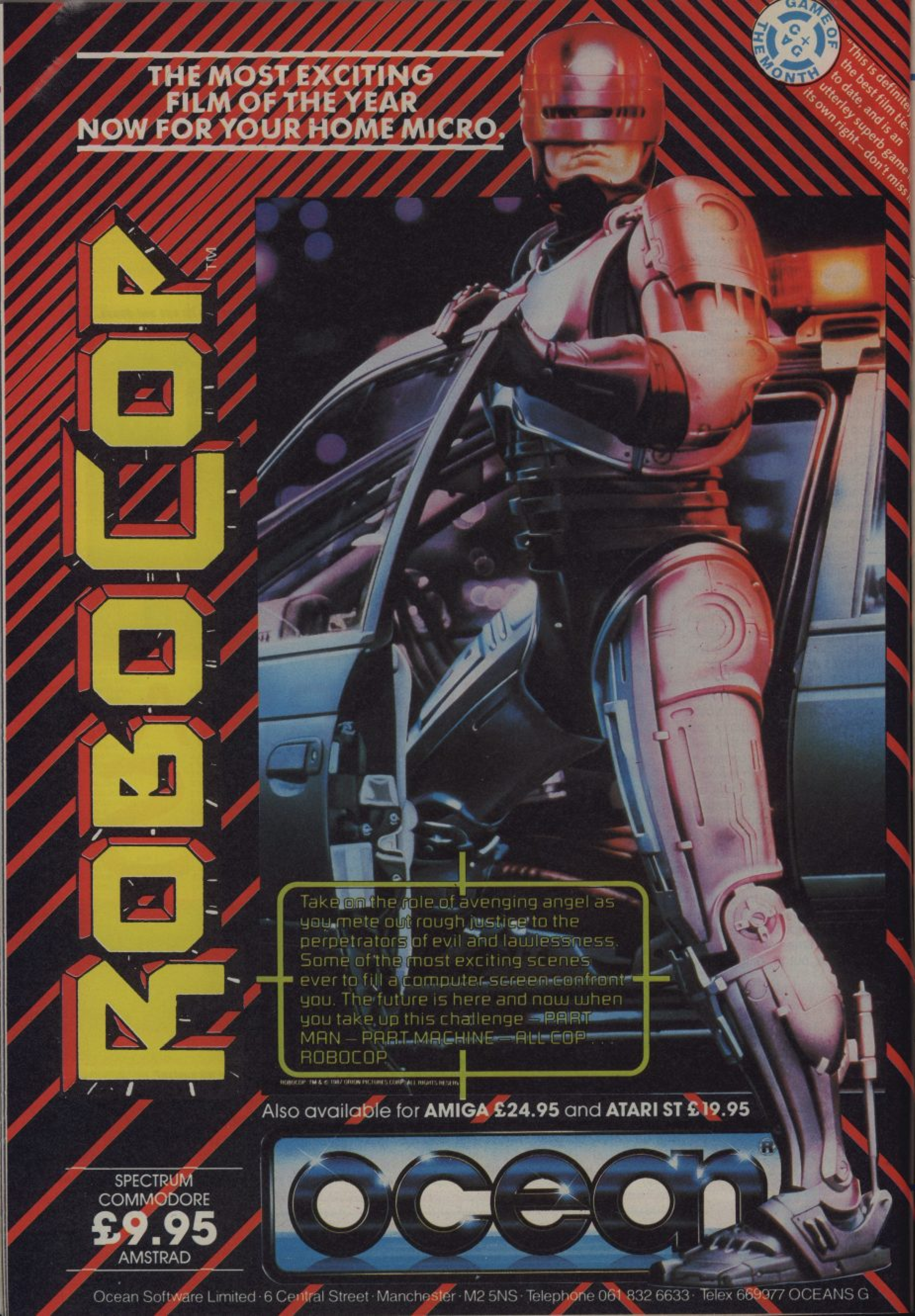
Mark Heley

Epyx
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Do you like my suntan?

SOUND	68%
GRAPHICS	75%
LASTABILITY	56%
PLAYABILITY	68%

60%


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Look what Santa's left in the 'in' tray.

ROCKET RANGER

***R**ocket Ranger* just about typifies Cinemaware games on the 64; great fun, and an accurate conversion from their 16-bit predecessors.

At this moment in time, 1940, Hitler and his Nazis are preparing to rampage across Europe and the known world, with the aid of super Lunarium bombs being built on the moon. You're called into the office of your CO and the you hear a strange high-pitched whine. In front of you appears a rocket pack and all the other sprockets to go with it, such as a helmet and Radium guns.



Two world wars and one World Cup, doodah, doodah . . .

The first screen of the game is the map of the world, on which you have to place your huge spy network of five people in order to gain intelligence on Nazi bases or to organize a resistance movement. After a short time, one or more of the spy icons will flash, meaning they have a report for you. It's usually info on a rocket or Lunarium (the substance which is used by you and the Nazis to power rockets and build bombs).

Use the code wheel to calculate the distance between A and B, load up with the right amount of Lunarium (and do remember to take enough for the return trip!) and take off. Then comes the nice scene of a silhouetted Ranger over a backdrop of the world. If you're unlucky, you get to fight some ME 109s (German fighters). This requires a lot of weaving and bobbing because as soon as you come across a plane it minces you with a volley of twenty millimetre shells.

After that you are automatically landed at the base. If it's a rocket base, you get into a punch up with a German soldier.

As you only have a limited supply of Lunarium, and you also need 200 units for the rocket ship you're trying to build, you'll need to find a Nazi Lunarium base pretty pronto.

On top of this there are other various hideouts and interludes that need to be visited providing a varied, playable game.

The disk access is a bit fiddly and spread over four disk sides, but for such a good, complex piece of programming it's only to be expected.

The graphics certainly can't be moaned at, keeping a high standard all the way through the game. The music is pretty neat too with loads of dramatic scores pummelling through the different scenes.

Another Cinemaware turbo charged de-luxe model, which deserves all the credit it should get!

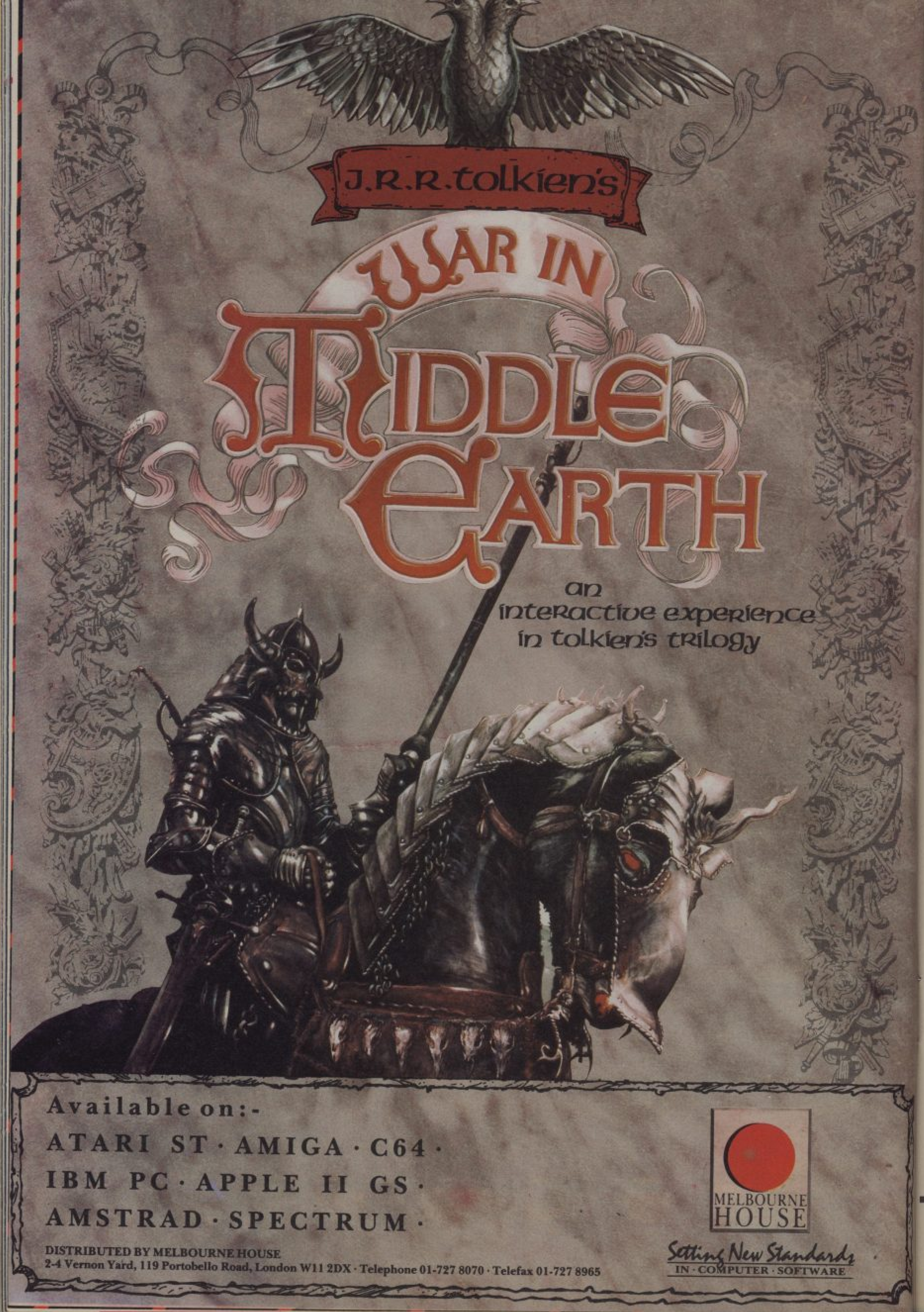
Mark Patterson

Mirrorsoft
Price: £14.99
disk only

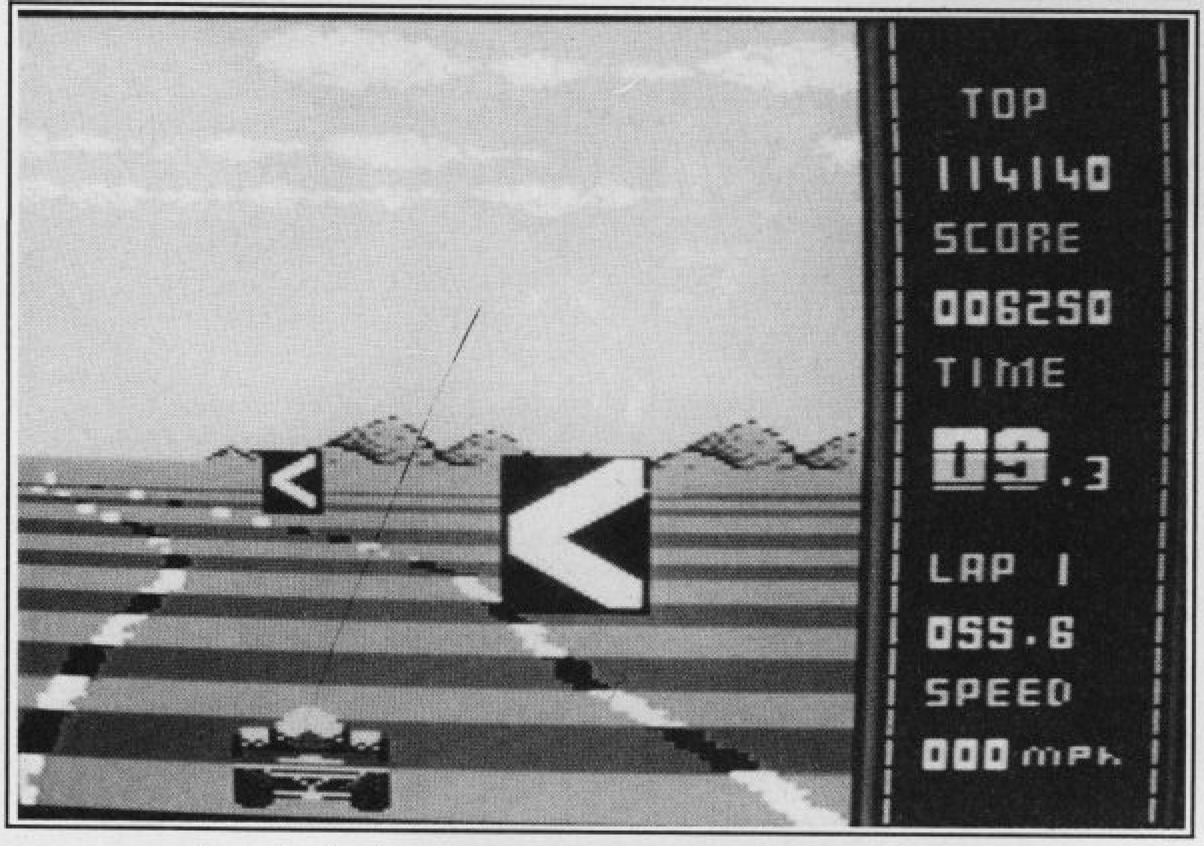


GRAPHICS:	**87%**
SOUND:	**82%**
PLAYABILITY:	**89%**
LASTABILITY:	**86%**

87%



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That M25 feeling.

WEC LE MANS

What's the best way I can describe *WEC Le Mans*? There are so many things I could say. I could tell you that it's one of the worst racing games ever to hit the 64. I could also tell you that it's a worse conversion than *Out Run*. Whatever else, it's one of the worst full price releases I've seen on the 64 in a while.

Opinion aside, *WEC Le Mans* is a 24-hour motor race around the famous Le Mans circuit. This takes you through night driving, early hours driving, the 'what bus am I on?' stage of consciousness and, of course, the 'oh good, it's finished' stage. The coin-op featured large, sharp, colourful graphics that beat even *Out Run*, plus sampled speech, a sit-down cabinet that rotated you through 360 degrees when you turned and stacks of playability. The 64 contains a sprite at the bottom of the screen, a confusing road, some poor sound effects and lack of any form of realistic control.

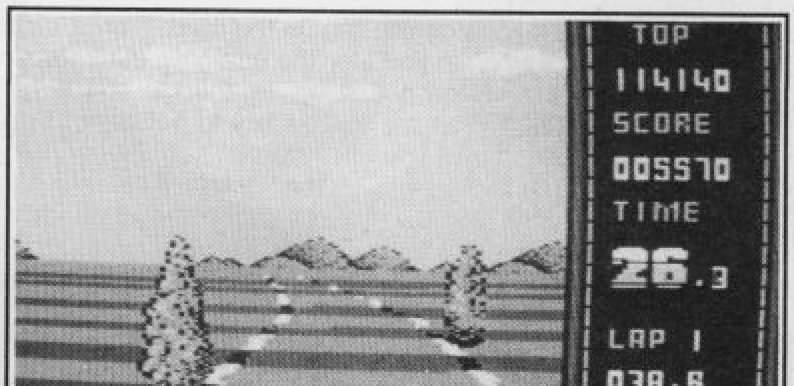
The best way I can describe the control of the game is to describe the road. It follows the same lines as all the other current race games, ie it features some two-tone grey stripes which scroll down the screen and get wider at the bottom. As you 'accelerate', the stripes scroll faster. The funny thing is, when you reach top speed the stripes are scrolling downward at such a speed that they don't move at all. What this means is that a lot of the time you are left looking at a very still screen.

The way the lines at the side of the road are displayed doesn't help either. Instead of the car being in the middle of the screen and the lines moving accordingly, the lines hold their position and you move the sprite at the bottom of the screen. This does not best give the impression that you are in control. To simplify, it's like watching a scrolling demo of a road while moving a sprite around at the bottom of the screen. You never actually feel like you're driving, and that is one of the game's big faults.

The appearance is one of great blandness. Now and again, some trees might make an appearance; but they are few and far between. The only other things you see are the opposing drivers. They stay in the centre of the road, which makes them hard to steer around, and then — just as you think you're going to get past — one of them slides in front of you and slams on the brakes.

The sprite graphics are true to the original; but that's about as far as it goes. Past that, there's little or nothing in this the game to make you sit up and say 'Oh, this is *WEC Le Mans* converted, isn't it?. *Out Run* was bad. Come on guys, let's have a little bit of progression, instead of regression.

Tony Dillon

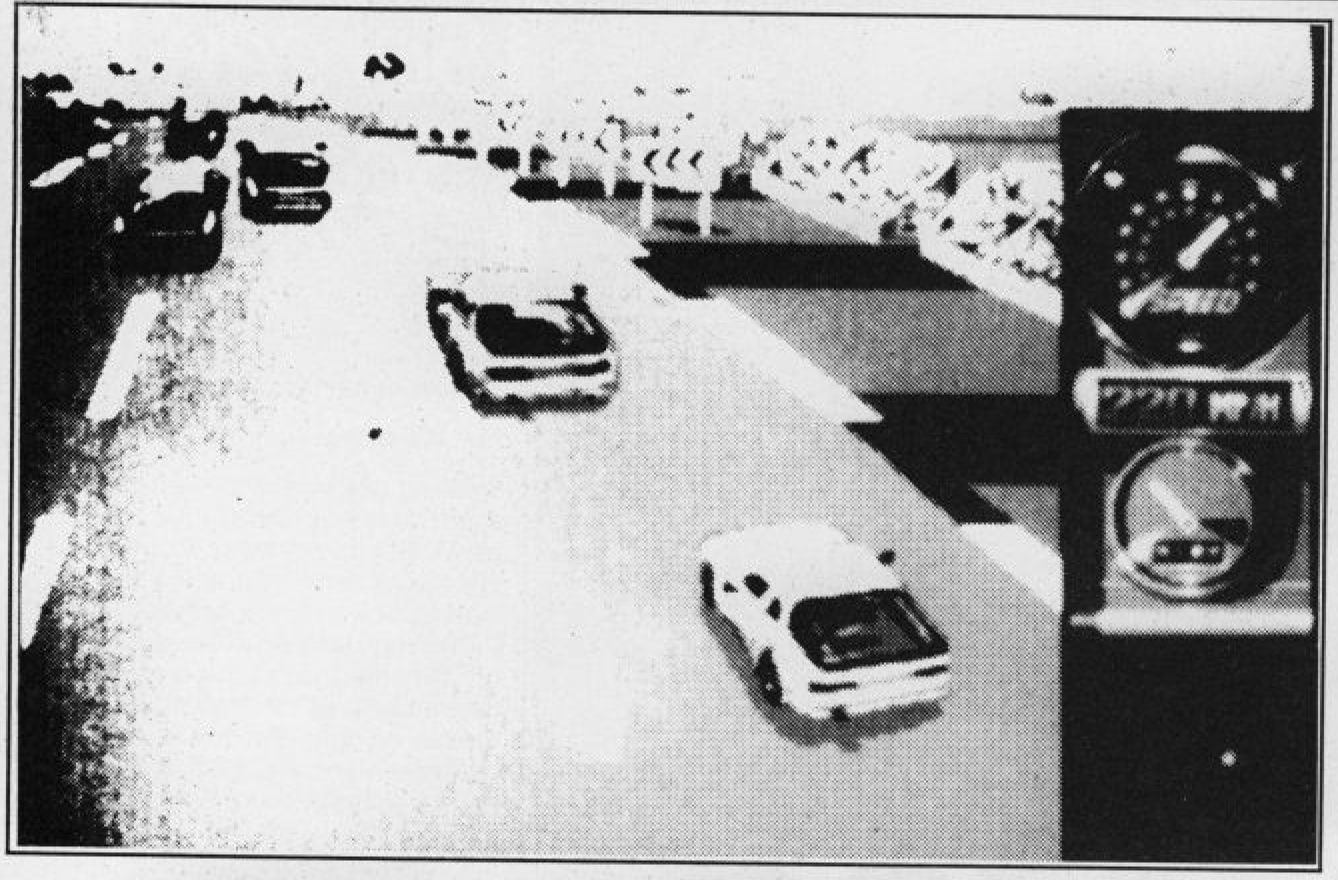


Conifers at Le Mans??

Ocean
Price:
£9.95 cass
£14.95 disk

SOUND	36%
GRAPHICS	50%
LASTABILITY	28%
PLAYABILITY	32%

31%



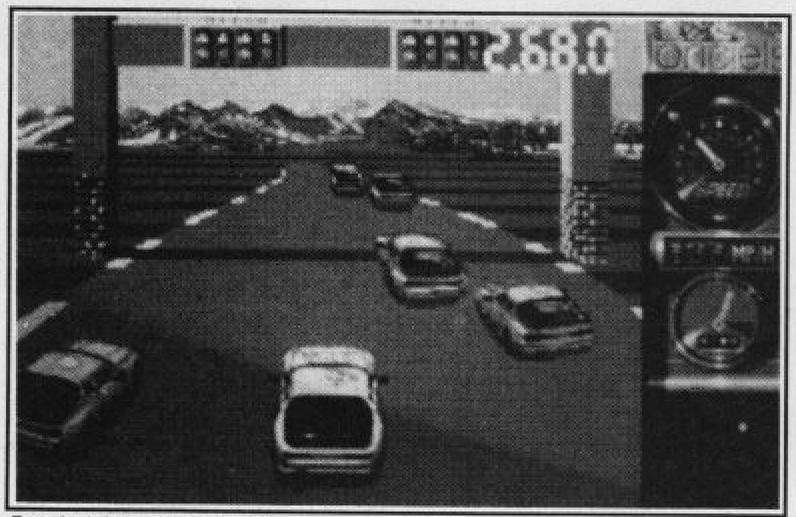
Lap of burning rubber.

TURBO CUP

It's time for another trip down memory lane. With the Amiga being a relatively new machine all the companies are cashing in by making new games using old ideas, the latest of which is *Turbo Cup*, a revamped version of *Pole Position.*

It's the usual set up. You are placed behind the wheel of a sports car (in this case a Porsche 944 Turbo) and the idea is to get round a chosen track as quickly as possible.

Loriciels
Price: £19.95



Put that Porsche up front.

The first stage of the game is a practice lap, the faster you go the better your position on the starting grid at the beginning of the real race. The second stage is the race itself. The race starts and you find yourself jostling for position with the other cars until eventually the pack spreads out.

With *Pole Position* and the such like you only had two gears. On *Turbo Cup* you have five. What's more, it isn't just a case of climbing through to fifth and holding it. You have to select a gear depending on the road. Fifth is alright for the straights but changing down to third and fourth is necessary to get round a corner safely.

The graphics are consistently good but rather limited. The background graphics are the same for all the courses and after a while it gets a bit boring. The car is very good, attention has been paid to details like perspective and reflections from the rear windscreen. One small niggle is that all the other cars are the same as yours (except for colour). It would have been nice to have some variation.

The scenery moves towards the screen a little jerkily but this doesn't detract from the game. Something that could have been improved is the sound. There is a naff piece of music to accompany the title screen and the only sound effects are for engine noise, crashes and wheel spins.

The game is well put together. The gear system is fun to get used to and it's quite satisfying when you do. Unfortunately *Turbo Cup* suffers the same way as many other racing games do. It's fun to start off with but the repetitious gameplay means that it probably won't hold interest for very long.

I've got two big niggles (and jolly proud of them I am too!!!). First is that it's too easy to skid, this happens either after a crash or a bad corner. Secondly, you can find yourself trapped in a line of obstacles at the edge of the track. When you accelerate to move out you hit the obstacle in front and are reduced to a halt again. It can take quite a while to get out of this situation and it's very annoying.

Turbo Cup will probably be very popular with ardent fans of racing games but it didn't hold my interest for long. I'd advise looking at some other games in this genre before splashing out your hard earned cash.

Mark Mainwood

SOUND	**50%**
GRAPHICS	**70%**
LASTABILITY	**60%**
PLAYABILITY	**63%**

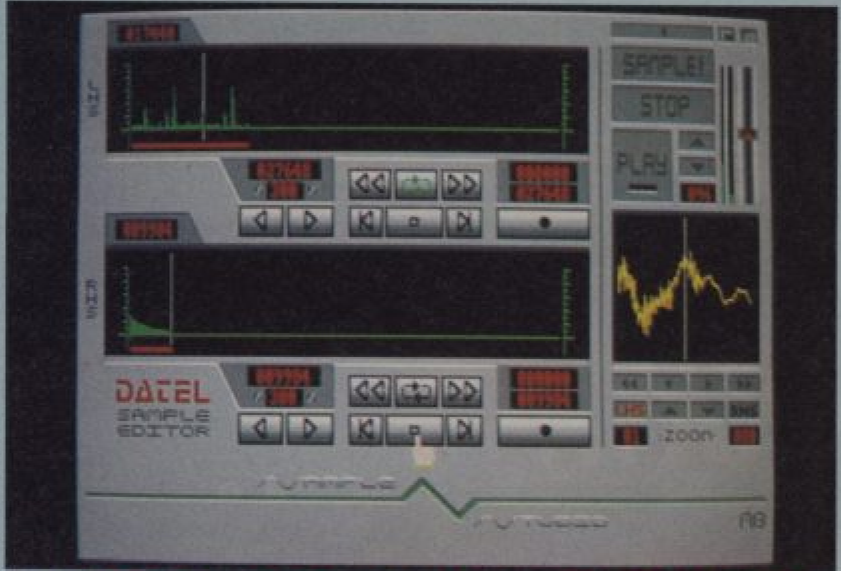
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Amstrad screen shots

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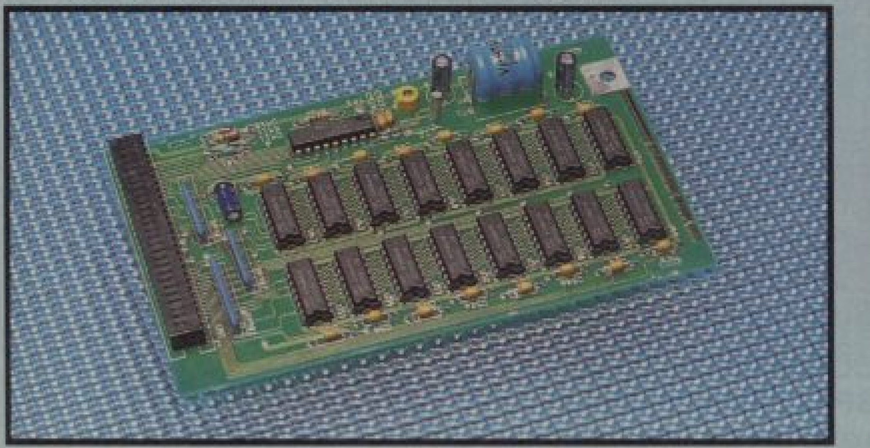
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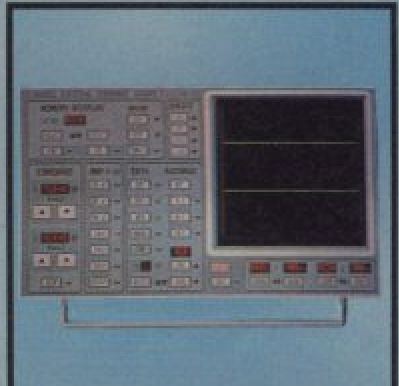
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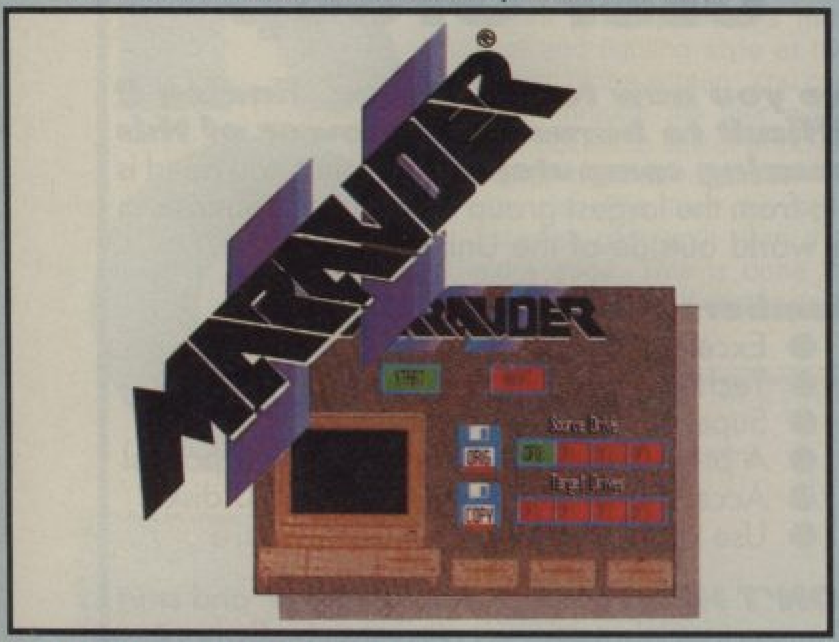
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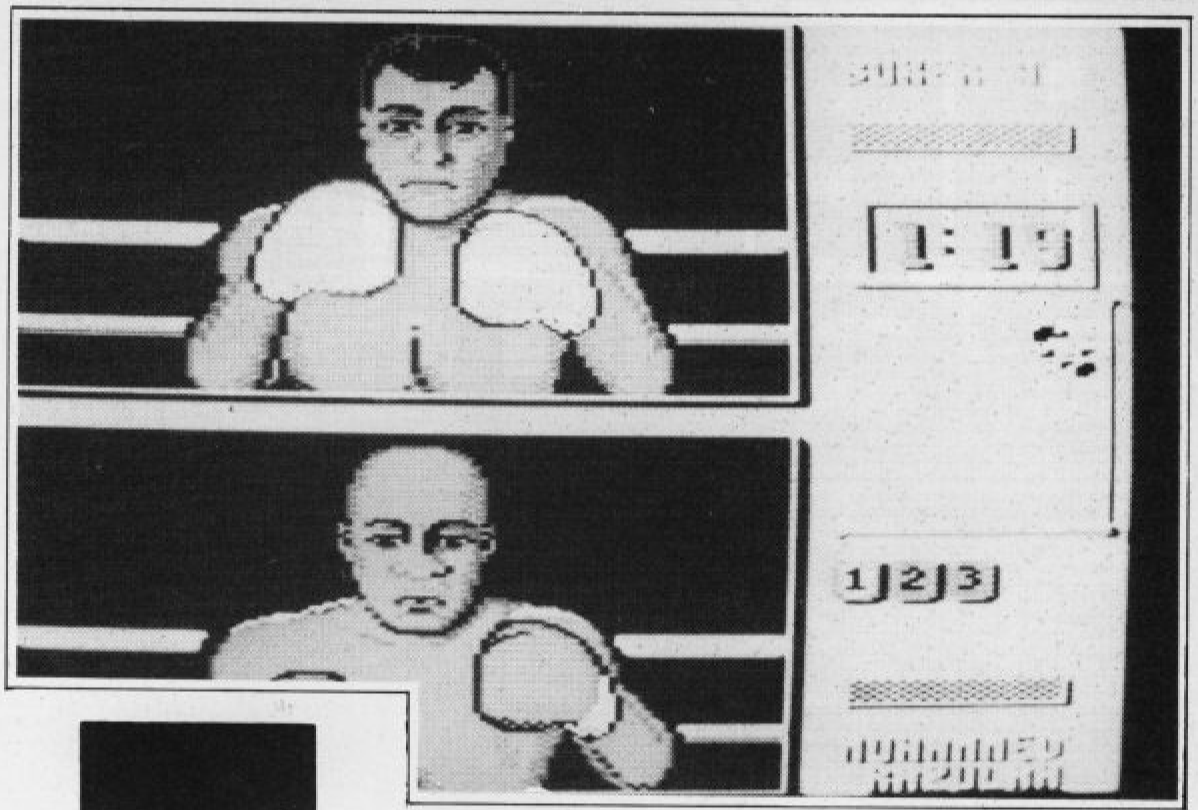
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TKO

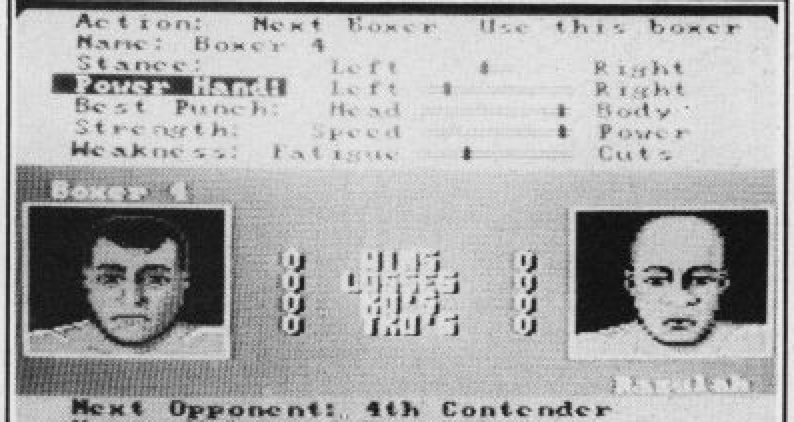
Until now boxing sims have been pretty much a ringside affair. You look on from outside the ropes while the two guys slug it out in the middle. *TKO* adds a touch of realism by sticking you right in the middle of the action.

There are four unranked boxers in the gym from which you can chose your contender. The select player screen shows your opponent's mug shot and fighting style at the bottom of the screen. You can scroll through the four available boxers to select whoever stands the best chance. You can also fine tune the attributes to give your man that extra edge. This is done by means of a sort of mixing desk with five sliders to determine stance, power hand, best punch, strength and weakness.

Maximising certain aspects tends to have a negative effect on others. For example if you do push the strength slider to maximum your man may pack a hell of a punch, but all that muscle will slow him down and he won't always connect. The weakness setting lets you determine your boxer's staying power. Ability to go the distance carries with it a tendency to get badly cut up.

Using the joystick you can set your guard to one of five positions. Your guard position determines the kind of punch you throw when you press the fire button — a jab, a hook, or an uppercut. The punch can be aimed by pulling the joystick just before you hit fire. So you can hit your opponent on either side of the body, either jaw or eye, in the nose, mouth or solar plexus. Everywhere in fact apart from below the belt.

Choose your opponent.



The scoreboard appears at the end of each round and gives a complete statistical breakdown of your performance. This shows the total number of punches thrown, the number of head and body punches landed, the number of head and body hits your man took, the number of punches you blocked, the total damage you inflicted on your opponent and the score. Pretty comprehensive huh? The scoring uses something called the ten-point Must system in which the winner gets ten points and loser nine, unless he gets knocked down in which case it's eight.

At the end of a bout everybody's statistics are updated and saved to disc. There is also a two player game option so you can have a good scrap with a mate without any of the computer opponents being involved.

TKO is without doubt the most realistic boxing game ever. Its so much more satisfying being right at the centre of the action, throwing the punches and watching them land. The game lacks the big fight atmosphere though; not enough use has been made of sound effects (there's not even a decent bell at the end of a round) and there's no crowd.

Ken McMahon

Accolade
Price: £19.95

SOUND	**32%**
GRAPHICS	**87%**
LASTABILITY	**74%**
PLAYABILITY	**72%**

68%

HELL BENT

Now, correct me if I'm wrong, but an Amiga is as far a step up the ladder to a Spectrum as a full sit down *Galaxy Force II* cabinet is to a *Space Wars* console. If this is the case, then why has Novagen added a most Spectrumlike opening to their fairly mediocre shoot-'em-up, complete with a little sound effect that made everybody in the office look at their digital watches with alarm?

The game is nothing but the most basic of vertical scrolling blasters. The idea on each level is to blow up as many ground targets as possible without (a) running out of fuel (b) getting shot down or (c) crashing into anything.

Control is very similar to that used in *Uridium.* Pushing the joystick in the direction you're travelling (either up or down) results in you accelerating in that direction. Pushing the joystick in the opposite direction results in you decelerating and just when you think you can go no slower, you flip over and start flying in the opposite direction. The problem here is, even if you are flying at the slowest possible speed, it still takes an age to flip and so you invariably hit the obstacle you were trying to flip away from.

The other thing that ruins the game is the rate at which you lose fuel. It drops at an alarming rate when you're moving slowly, but when you pick up speed, it's impossible to get anywhere.

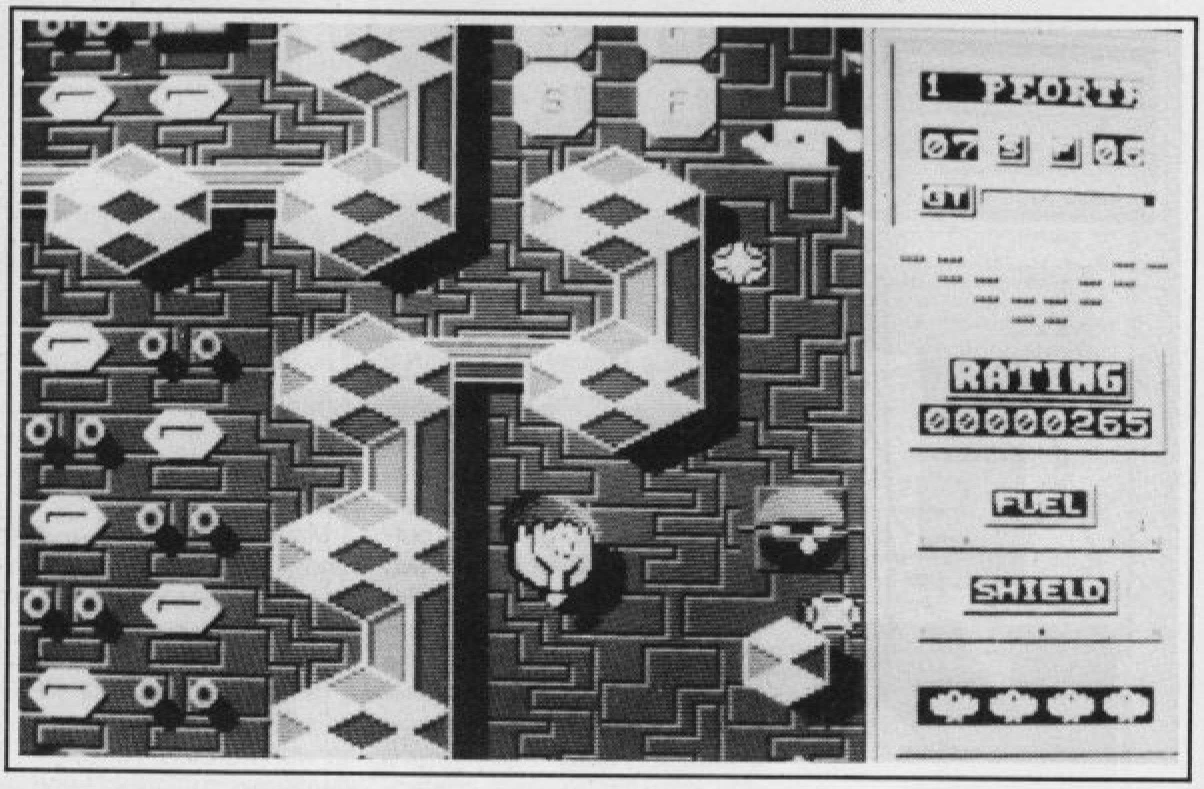
Graphics are relatively well defined but it's all a bit samey. The scrolling is fairly smooth, but that's no saving grace when the game's no good.

Sound is poor, very poor indeed. It opens, as I said, with a Spectrumlike series of ascending beeps. All the usual explosive sound effects that used to be good are there, but come on, they're a bit old hat now. The title tune is awful.

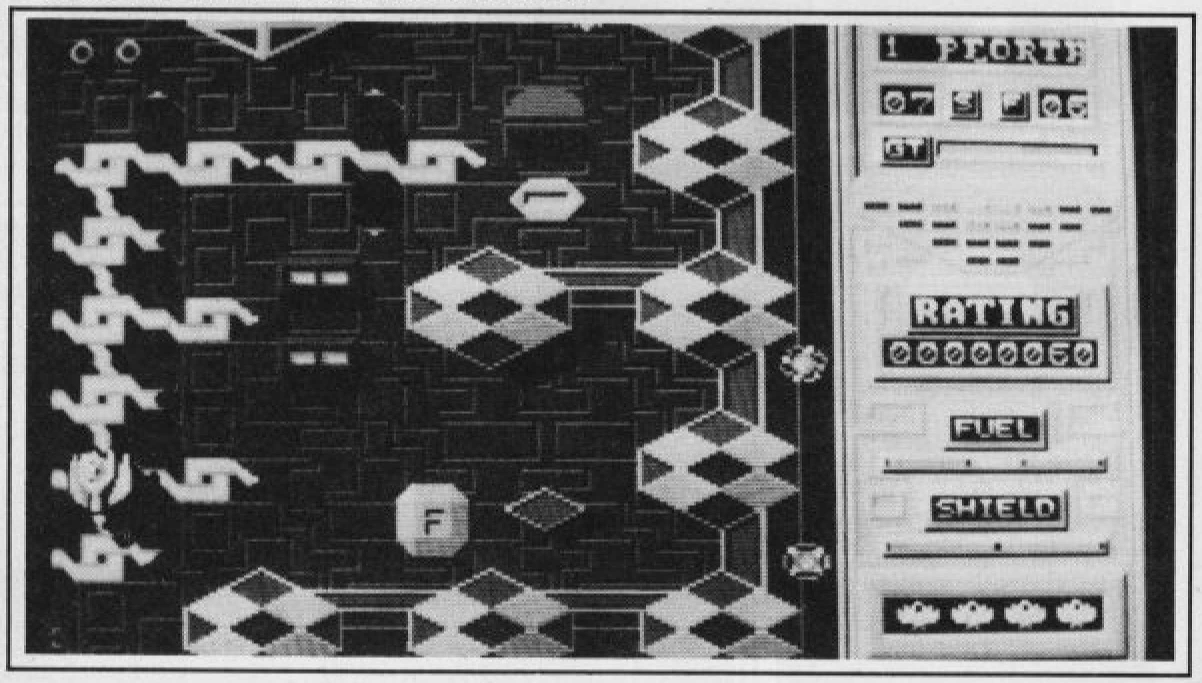
Generally a terrible game. Boring graphics, sad sound and an almost complete lack of any playability or addictiveness. This kind of game does Novagen no good at all.

Tony Dillon

Check out fuel levels



This game ain't a blast . . . just a basic shoot 'em up?



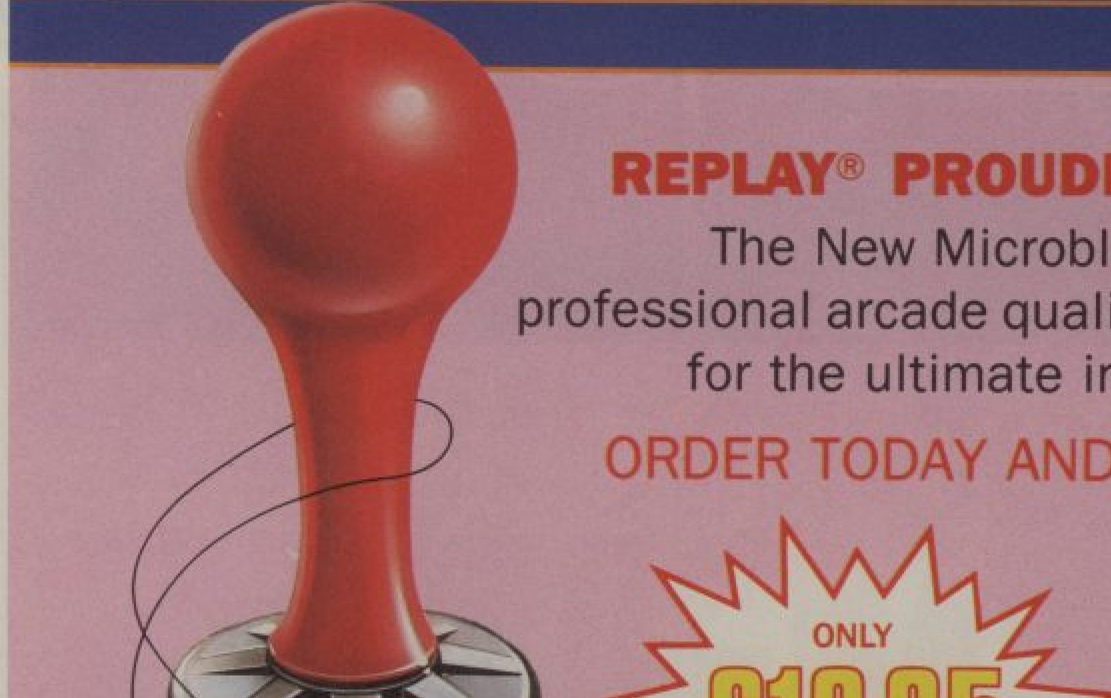
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SOUND	34%
GRAPHICS	60%
LASTABILITY	39%
PLAYABILITY	46%

43%

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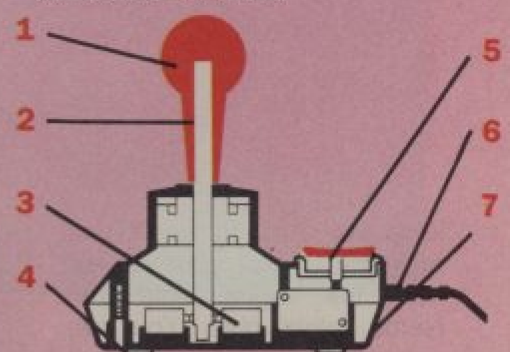
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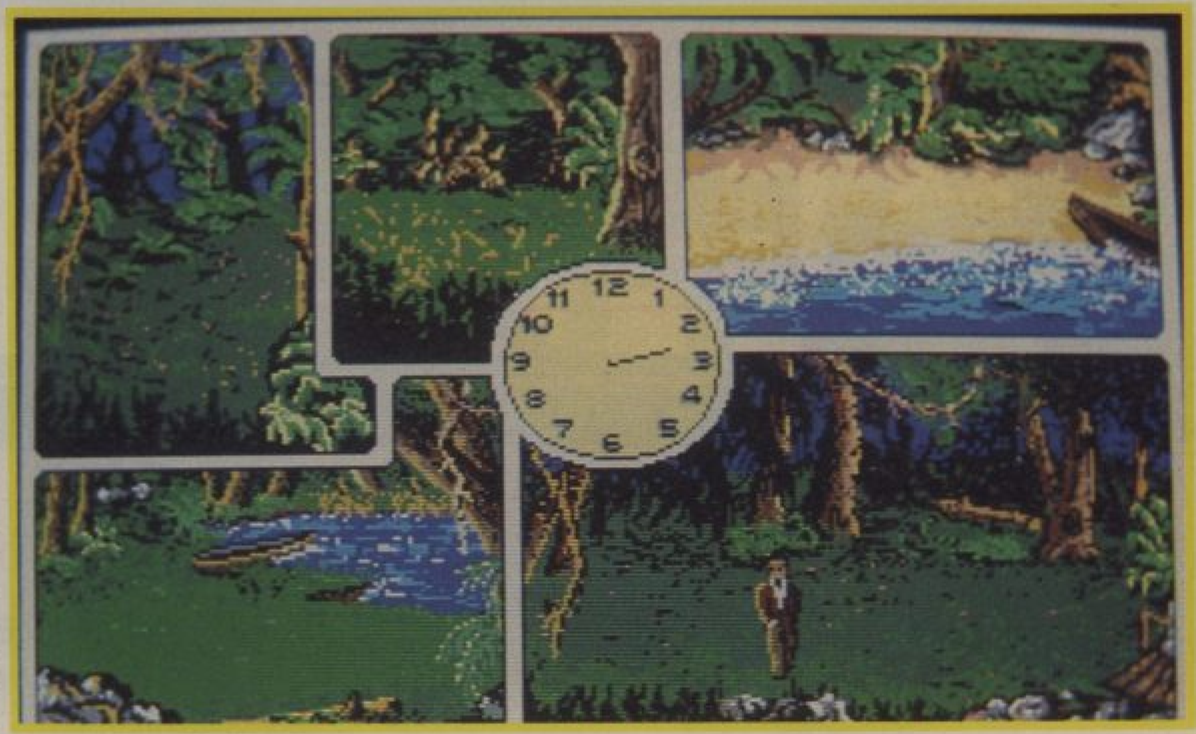
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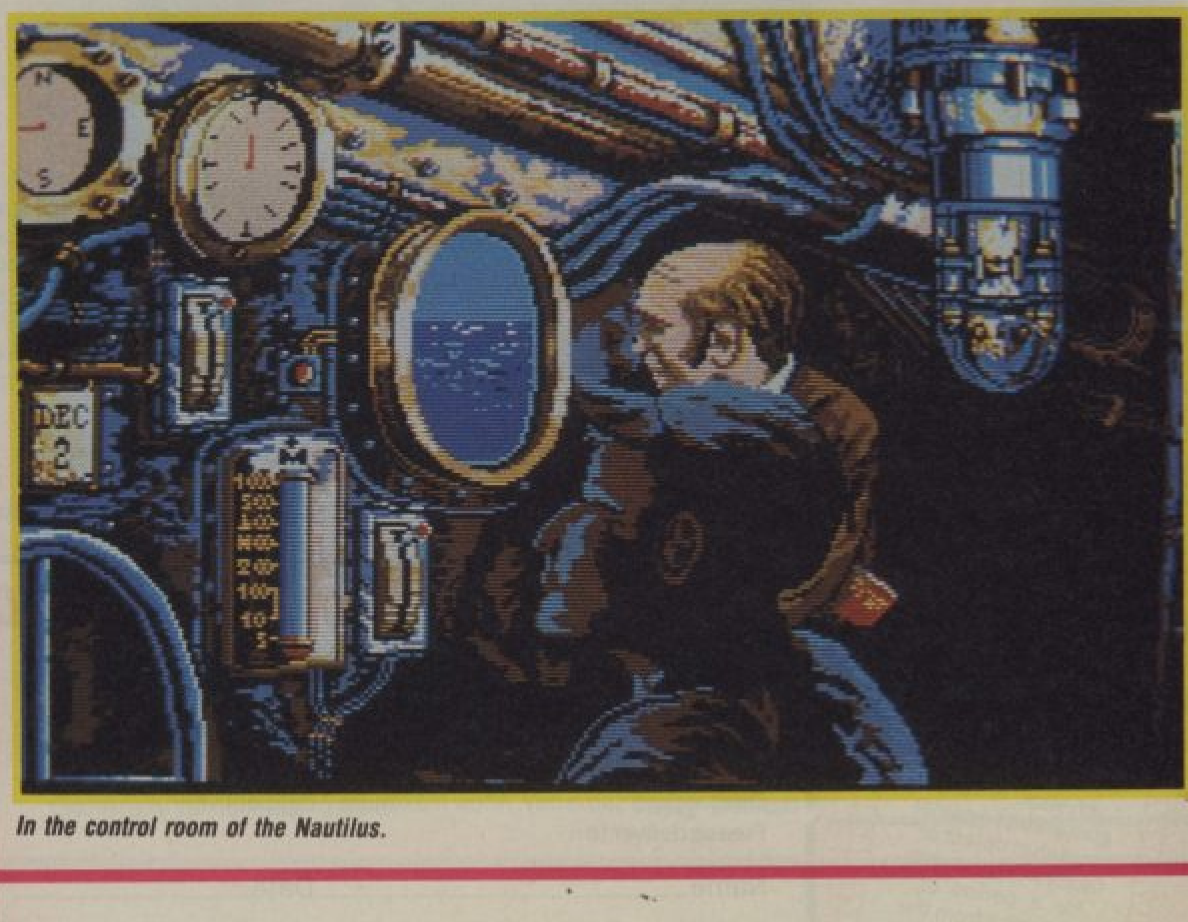
The 'Abraham Lincoln' had been sent on a mission to find the mysterious sea monster and you, Professor Annorax, were on board. Many days passed without sight of anything, until one day a great force destroyed the ship. Now you find yourself on board the Nautilus under the command of Captain Nemo. You decide to keep a record of your journey so that you may tell the world of new discoveries.

At the start of this dramatisation of Jules Verne's classic you find yourself in the living room. This is your centre of operations and much information can be found out here. This is also where you keep the map on which you must try to plot your course from the vague hints that Nemo might give. You can examine the manometer to get an indication of your depth and a speedometer is also available. In the centre of the wall is a large porthole. Opening this reveals an underwater scene that sometimes can give clues. From the living room you can move to the



A panel view of the island.

20,000 LEAGUES UNDER THE SEA



In the control room of the Nautilus.

Coktel Vision
Price: £24.95

control room or the library.

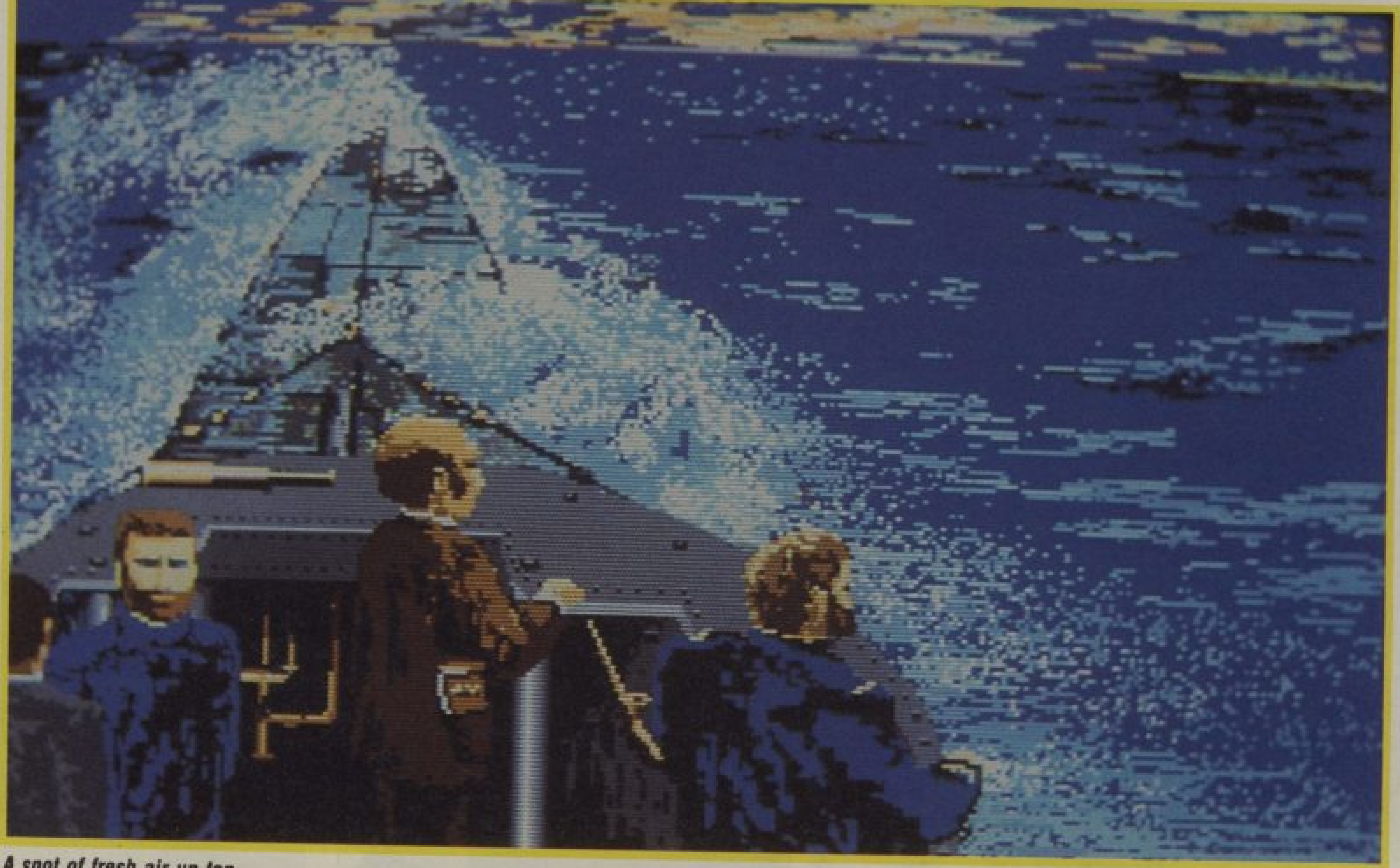
The control room contains another porthole and the periscope for your use and sometimes you even get to control the Nautilus. The library is where (surprise, surprise) books are kept for your reference. You'll also be able to dabble on Nemo's organ.

Occasionally you may take trips outside (underwater or onto dry land) where clues may be found.

From the word go, the atmosphere created is sinister and mysterious which complements the game nicely. Everything is interwoven to create the desired effect and it works quite well. The game is well structured — just as you think that you're stuck you find something that opens up new areas to you. The graphics are excellent. Attention has been paid to detail in all displays. All the rooms are beautifully drawn, especially the living room and the library. The deck of the Nautilus is also good, featuring some nice animation for the sea. Apart from this, animation is limited to times when you are away from the Nautilus (shark-hunting or island searching).

Sound is adequate but, apart from the organ it's quite limited.

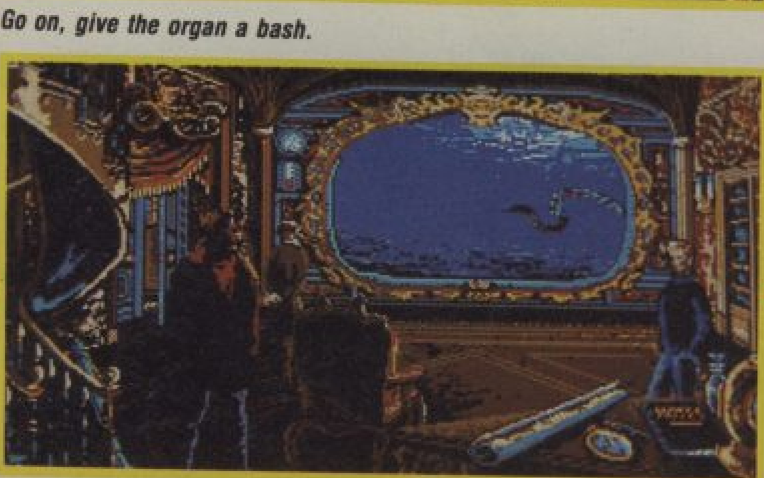
I started to get into the game and was quite enjoying myself until the inevitable disaster struck and I opened a porthole whilst 100m underwater. So, it was back to the start and I had to go through it all again — a save feature would have been nice. It's quite difficult to get into due to the totally inadequate instructions that leave you resorting to guess work. There are often very long gaps between anything interesting to do and this seriously detracts from the game.



A spot of fresh air up top.



Go on, give the organ a bash.



The program was written by a French team and therefore has been translated into English. However, the translators missed the book titles in the library, they're all still in French! The titles aren't complex but it's still awkward if you can't parlez Français.

Overall a very good game that is spoiled by long waits and the lack of a save option.

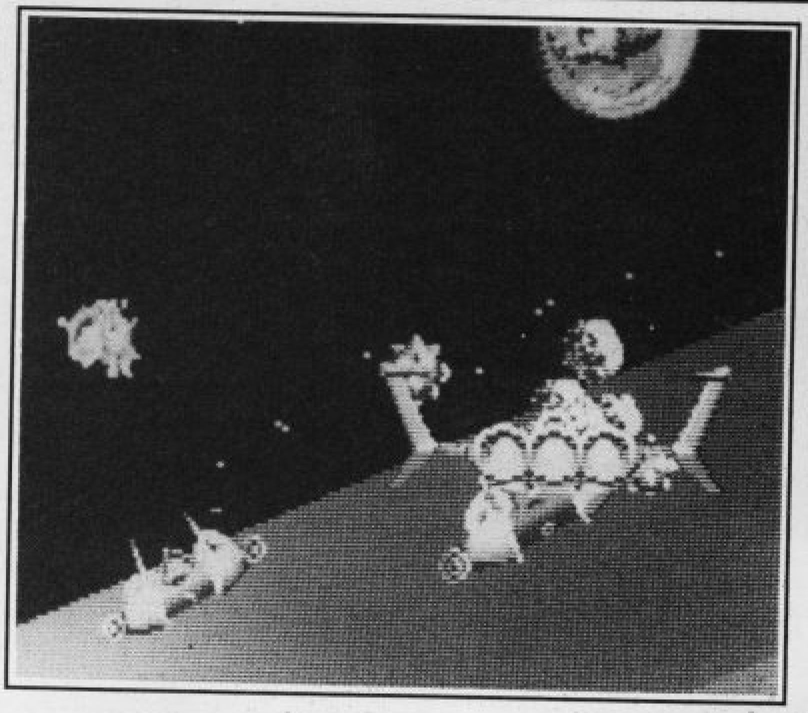
Mark Mainwood

SOUND	**60%**
GRAPHICS	**89%**
LASTABILITY	**68%**
PLAYABILITY	**68%**

78%

GALACTIC CONQUEROR

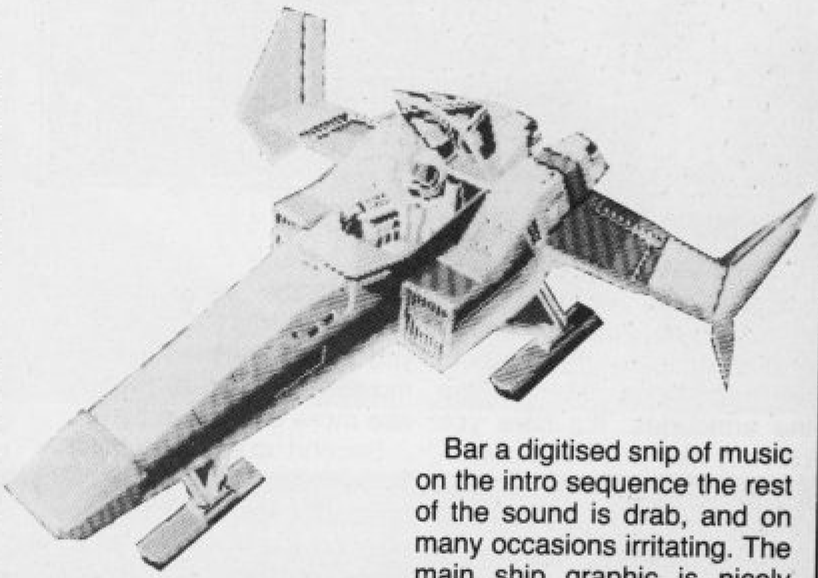
Anybody who has played *Galaxy Force* in the arcades will instantly make a basic comparison between this and the arcade masterpiece, but that I am afraid to says is a basic resemblance. The main ship does look remarkably similar to that of the arcade game, but the backdrops and aliens are stunningly simple, the ground a matter of lines, and the enemy confusing and hard to hit.



Fight hostile intruders.

The rough plot is that this mega galactic organisation has been assigned to protect the galaxy from any hostile intruders. Everything was going well until . . . a gang of hostile intruders took it upon themselves to invade. In retaliation to this attack the defence group scrambled their best plane and their best pilot too, in order to rid the galaxy of this nasty alien menace.

On the nice big star map you can choose where you want to start fighting back against these rotters, or you can choose a training mission. Quite what the strategic value of this is I don't know, if you're gonna go, you're gonna go.

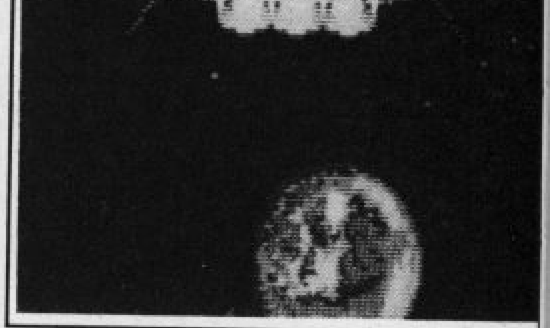


Flying over the planet's surface you might be forgiven for thinking the place has been flattened by a nuclear explosion, the aliens rush on at you at an extremely slow speed, and there's a lot of them with it, making a very confusing scene. And thrown in to make things worse, it's damn difficult to hit the blighters, you need to pull the ship up to get an accurate shot and in doing so you get hit. But once the knack of flying low then jerking up, blasting and ducking has been attained you can zoom through the levels. Scores ranged from one to seven million in what should be a relatively low scoring game.

Bar a digitised snip of music on the intro sequence the rest of the sound is drab, and on many occasions irritating. The main ship graphic is nicely designed and could move very well, but is dampened by the movement of the horizon, which moves in direct relation with the movement of the ship, and looks decidedly odd.

As far as I'm concerned *Galactic Conqueror* is a complete waste of time, not representing anything other than a pretty useless disc. Another one for the heap.

Mark Patterson

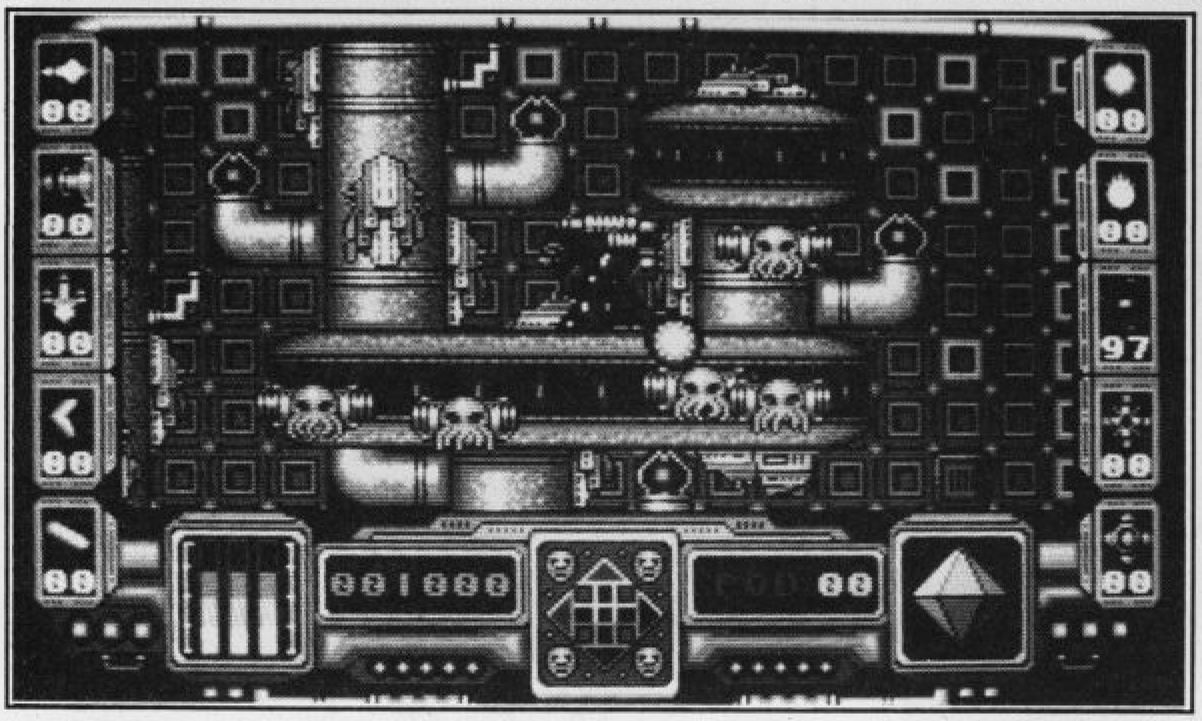


Duck, blast, zoom and zap.

Titus
Price: 19.95

SOUND	58%
GRAPHICS	45%
LASTABILITY	30%
PLAYABILITY	32%

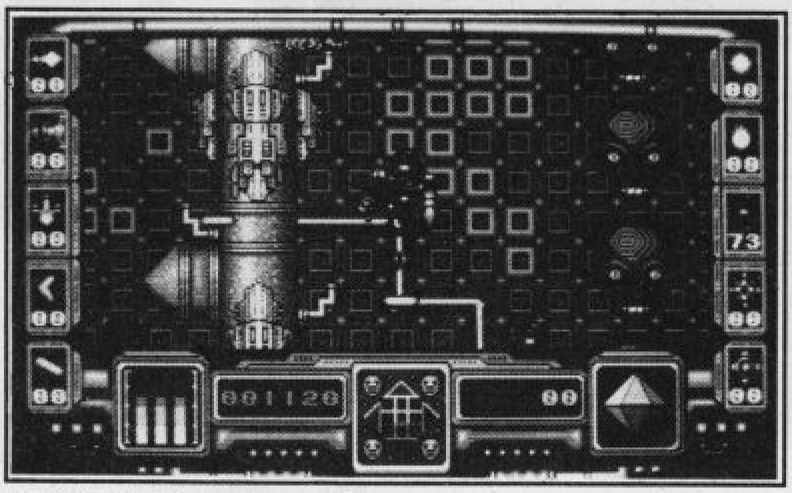
41%



CUSTODIAN

Anyone who says that Hewson are trying to promote violence ought to get their wrists slapped. Who could say that a company which has made its name from making games that contain huge, colourful explosions and myriads of different weapons could be violent. Not I. (*Shome strange logik here, Tone – Ed.*)

You are the custodian of some tomb or other, and your mission is to protect the tomb from some attacking alien pods. To do this, you first have to seek out the pods using your attack radar. Then you have to collect them and take them to the pod destruction chambers situated around the screens. Collect enough and you go onto the next, more maze-like area.



Pretty, but don't scratch the surface.

Each screen is quite large, at least a hundred screens in area, if not more. Dotted about are four things. The first are the armouries. It's here you can buy new and more powerful weapons. As with *Cybernoid* and *Cybernoid 2*, there are lots of different weapons, all of them limited. In *Custodian*, there are ten different forms of destruction to choose from, and the funny thing is, only two of them are of any use. The other eight, consisting of things like vertical firing bullets and four-way plasma bombs, just don't seem to affect the enemy at all. The smart bomb, and a handy little mace-like homing bomb are the best two. To buy them, you have to use up credits. At the start of the game, you are blessed with 1000 points. As you kill the enemy, you earn more, allowing you to purchase more expensive items.

Second up are the teleports. These zap you to another teleport capsule somewhere else on the level. As with all types of transport, it costs money; in this case 100 credits. It's not all bad, though. It does give you some energy back.

The third things you find are the pod destruction chambers. Collect a pod by running over it, and then fly into these black holes. You are then presented with four laser cannons, all converging on one spot, controlled by a cursor. You have to blow away the pod that appears in the distance and rushes towards you. Let it get too near and it escapes, taking some of your energy with it.

The last, and probably the most annoying, thing you find, are the walls. These are here just to make life difficult. Some have holes in them for you to fly through, many don't. The higher the level, the more walls you're likely to encounter.

Graphics owe much in style to *Cybernoid*, although larger. The scrolling is smooth and fast – sometimes a bit too fast. All the usual explosions and things are there, of course, though because of the unplayability, you're not likely to see many.

The sound is all right, but nothing to tell your granny about over dinner. There is a tune, but it's more annoying than entertaining, and thankfully, you can turn it off.

The main problem with this game, and this is the one that I'm really going to chew over, is that it is too boring. Bouncing uncontrollably into things which are scrolling too fast for me to concentrate on — whilst trying to shoot aliens that are going to be off the screen before the bullet gets anywhere near them — is *not* my ideal of fun. Far from it.

A real let down from the masters of innovation. If this is the way that Hewson are now moving, then they soon won't be worth the laurels they're resting on.

Tony Dillon

Hewson
Price: £19.99

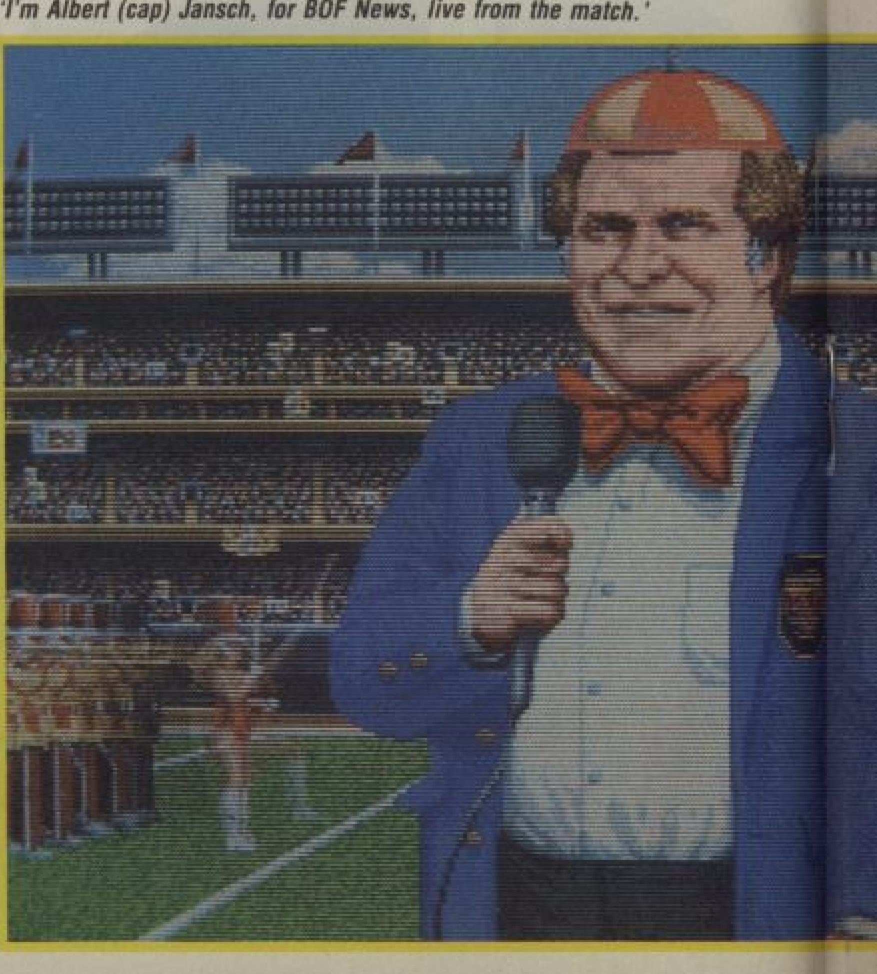
SOUND	**57%**
GRAPHICS	**72%**
LASTABILITY	**50%**
PLAYABILITY	**53%**

60%



CU ***reds are getting ready for a field goal.***

TV SPORTS FOOTBALL



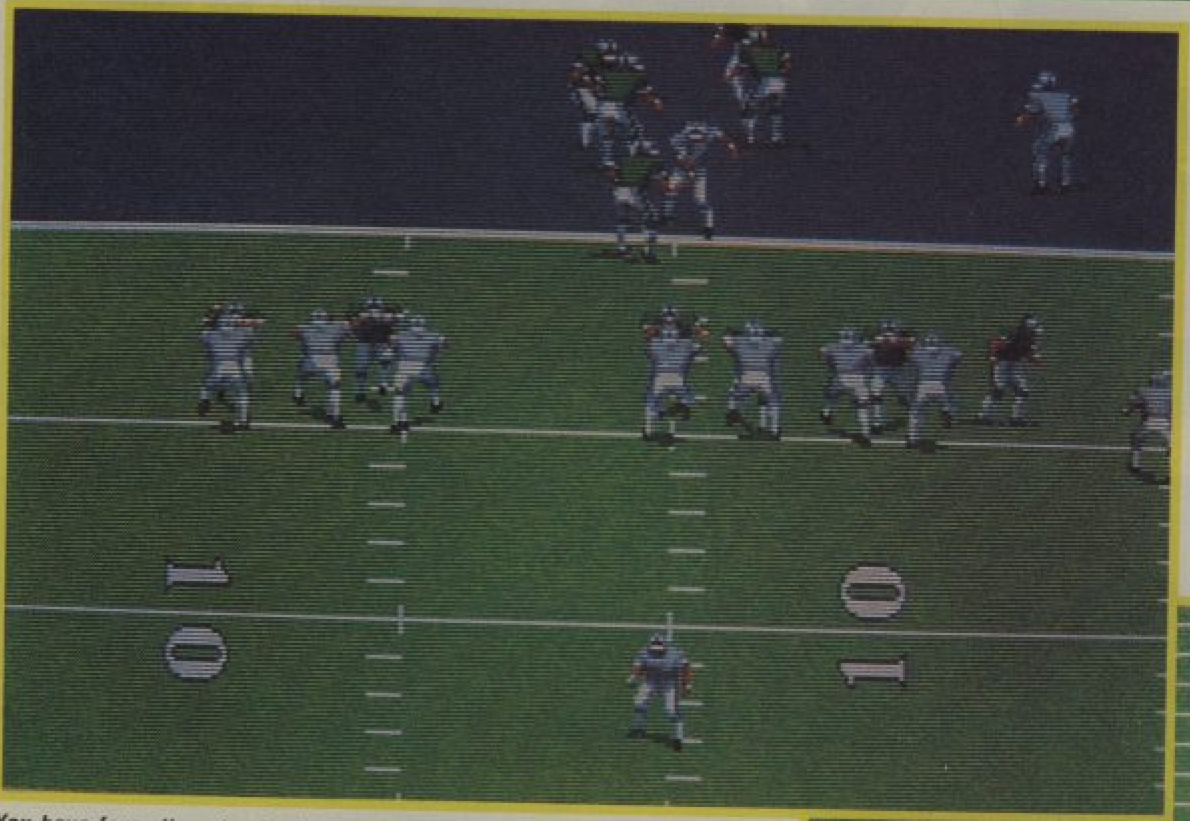
'I'm Albert (cap) Jansch, for BOF News, live from the match.'

To most people the sport of American Football is nothing more than big men in big pads charging wildly into each other. But to people like me, avid supporters of the State's biggest game, there is a huge attraction to the sport coupled-with avid Channel 4 viewing and essential purchases of consumer durables.

For those who are not familiar with the game I'll give a brief rundown of rules and terms. The side in possesion of the ball (the offense) have four attempts (downs) to move the ball ten yards forward from the line of scrimmage, otherwise the ball goes to the opposing team. If the offense manages to make to make it into the end zone of the opposing side with the ball he scores a touchdown worth six points. The player only has to get himself with the ball into the endzone to score, where as in rugby the ball has to placed on the ground.

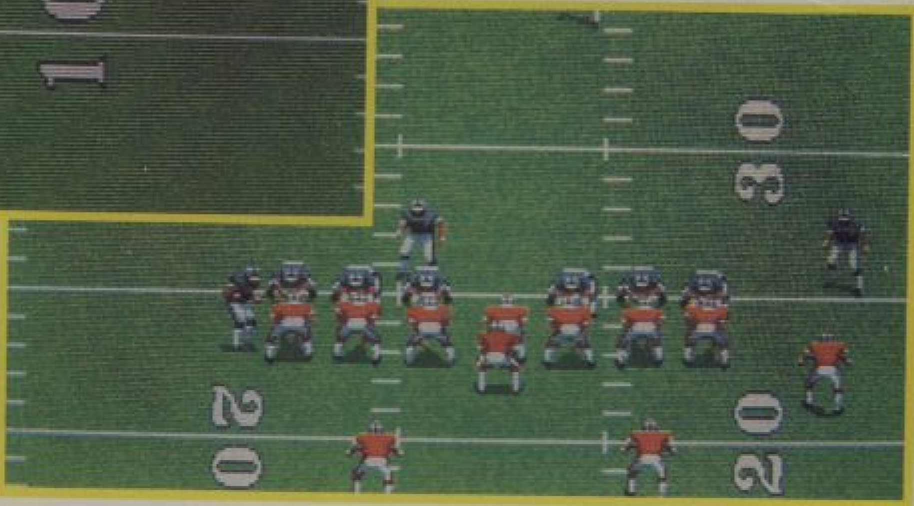
At the start of the down the

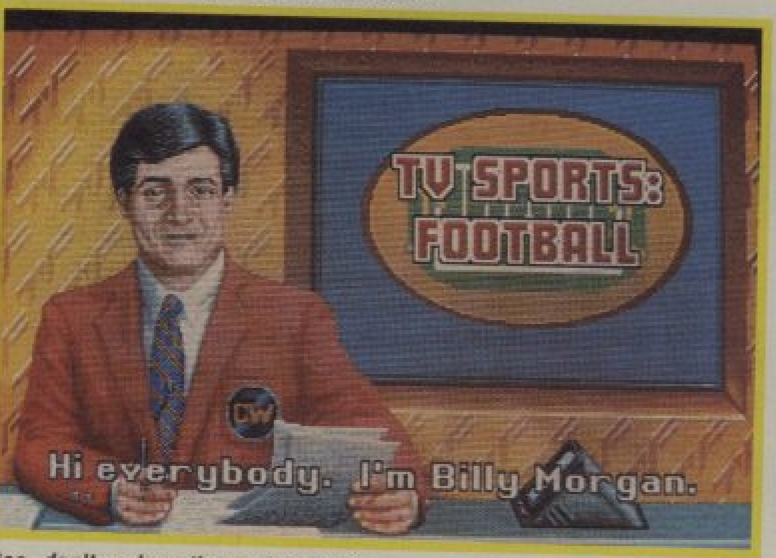
Mirrorsoft
Price: £24.99



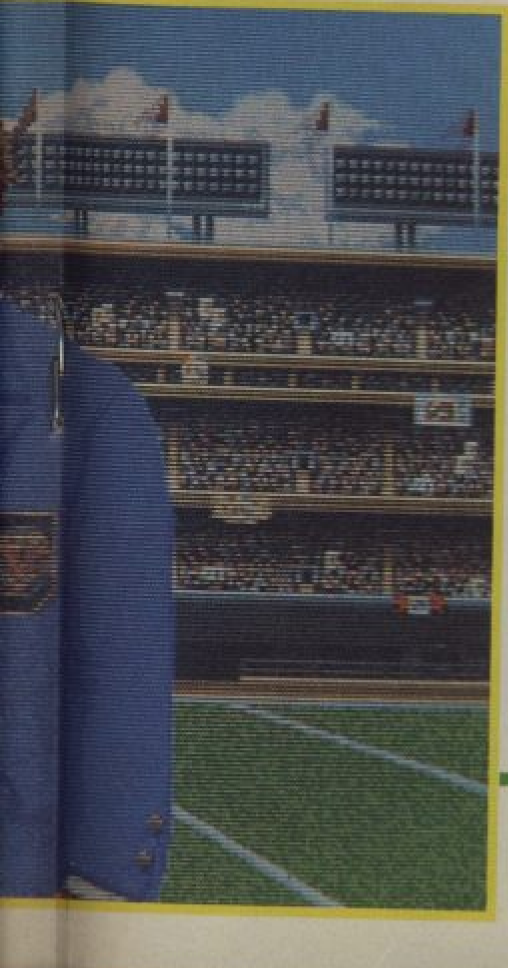
You have four attempts at a down for six.

Footie hints. Mass in line to play the pro-set.





Gee, don't ya love the anchor man?



quarterback (or team captain) calls the play. If on the fourth down the offense has failed to make ten yards, they they can take the risk of trying to make up the extra yardage or they can bring on one of the kickers to 'punt' the ball upfield; or, if in range, try for a field goal by kicking the ball through the upright posts at the opposition's end. A success means three points.

Each match is divided up into four quarters, each lasting fifteen minutes. The clock can be stopped when a team calls a time out; this is usually done in the last minutes of play.

So, how does *TV Sports Football* match up to the real thing? Well it has all the strategy of the sport, its sound, and some of its action. My only complaint is that the arcade sequence is a little too slow.

You can choose from league or exhibition matches, or which team you want to use from the current NFL lineup; you can tweak the individual player's stats and names . . . And then it's onto the match itself. Start by tossing a coin to decide who kicks off; then the tactics screen comes up. If your team is in possesion of the ball, you can choose one of four plays: "Shotgun", "I Formation", "Pro-Set" or "Kick". On the first three plays you also have to choose the formation you want the team to take. This is a tricky bit as ideas tend to surface way above the borders of realism and the wrong formation is usually selected.

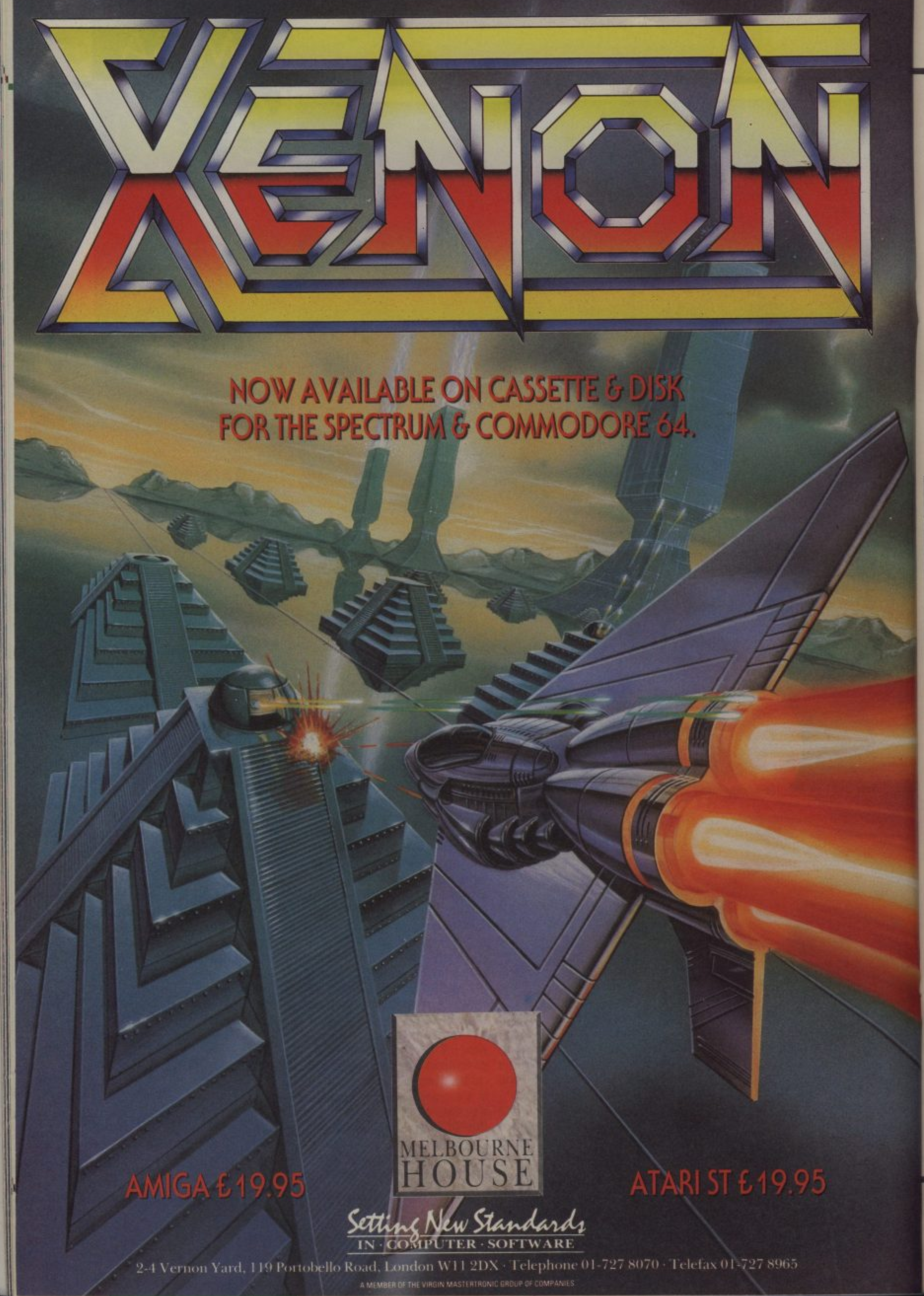
The arcade section follows next. The flashing player is controlled by you, usually the quarterback on offensive play. If it's a passing play, as soon as the quarterback catches the ball, you can rotate his body through ninety degrees in order to get the best angle for a pass. Hit fire and he launches the ball; then the player nearest the ball comes under control and has to be positioned in order to make the catch. And in best football tradition, if the catch is made you can almost guarantee three members of the defense hitting him almost straight away.

As an ardent Pheonix Cardinals fan I was over the mon with a real American football game on the Amiga. And I am very pleased with the results. It combines strategic action as well as arcade skills perfectly, and although each match is rather overdrawn (lasting about thirty minutes real time) it is enough to keep you playing. A most definite thumbs up to the best American football sim I have ever seen. Roll on the super bowl!

Mark Patterson

SOUND	**81%**
GRAPHICS	**83%**
LASTABILITY	**82%**
PLAYABILITY	**87%**

83%


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PURPLE SATURN DAY

One day every year, when the skies around Saturn turn purple. The inhabitants of the neighbouring planets come together for four challenging events in a galactic olympiad.

Are you sure about this? Fortunately the games in this excuse for an intergalactic sports sim aren't quite as obscure as their blurb. You start off in a slalom race around one of Saturn's rings. Go right of the red satellites and left of the yellow ones, but only if you're in the lead. Colliding with an asteroid results in a grating thud and there's a metallic dong if you bounce off one of the satellites. As there's no time limit, the race alternates between weave and dash, you have to balance keeping in front with not missing out the markers.

'Ring-Pursuit' is as well presented a pursuit race as you could wish. Marvel as you thump into a lump of rock for the umpteenth time. Rage as your opponent kicks space dust in your face. Snooze as nothing else in particular happens.

The next game, 'Tronic Slider' is a fairly straight forward combination of a dodgem rink and hoovering. When you shoot up a glowing energy ball, it breaks into pieces which you have to collect before the other bloke. Try and avoid bumping into the walls around the flat playing area and the 'shimmering monoliths' (translation; posts) and you're away. Entertaining, but hardly original.

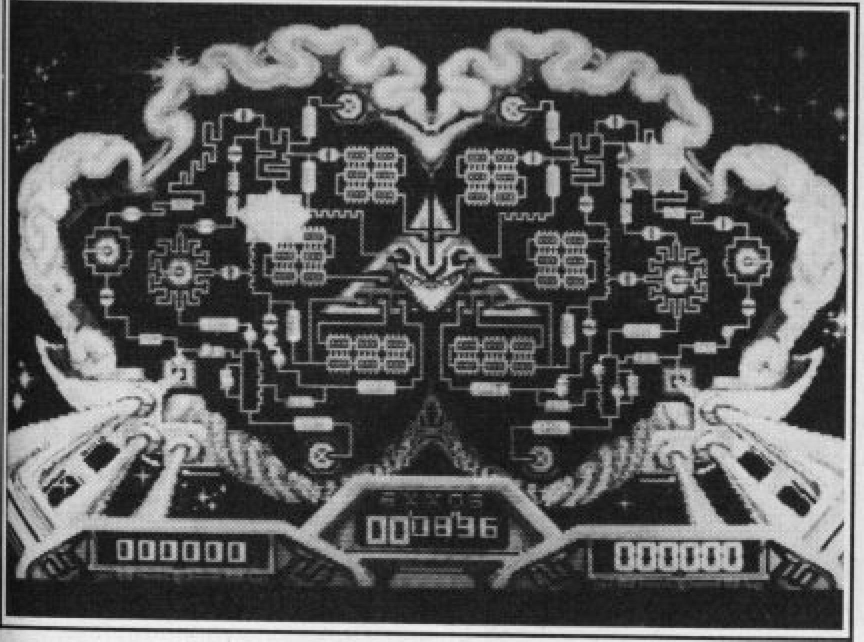
'Brain Bowler' is a bit more out of the ordinary. You have to reactivate one half of an 'exploded' brain through the electronic circuit board of 'intricate cerebral workings'. It looks more like the insides of a transitor radio to me. You do all this by bouncing a ball against the bits and pieces, re-routing charges to the brain centre. Your schizophrenic opponent on the other half will try to interfere as much as possible and the result is a very good game indeed. The game play allowing a variety of different tactics to be adopted.

I can't see 'Brain Bowler' becoming a national sport just yet. Where would you get a decent supply of exploded brains full of bits of cheap electronics? Then again, there's always Highbury.

The last game, 'Time Jump', is a little bit fatuous. Shoot up a few energy sprites and then pull back on a piece of cosmic elastic and boing! You'll be transported into another dimension. You're then treated to some pleasant, pontillistic graphics to remind you that this is a parallel universe. Fortunately, there's no problem getting back to reality in time for tea and you can then choose a variety of different aliens to compete against — each of whom has different characteristics which make him/her/it better at some events than others.

The graphics are excellent throughout: sharp, well-defined and with a singularly deranged Gallic flavour all of their own. The sound effects are firm and complement the graphics well, but the only real drawback is the relative unoriginality of the gameplay. Hold the 'shimmering monoliths'. A sports sim, is a sports sim, is a sports sim.

Mark Heley



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Ring-pursuiting.

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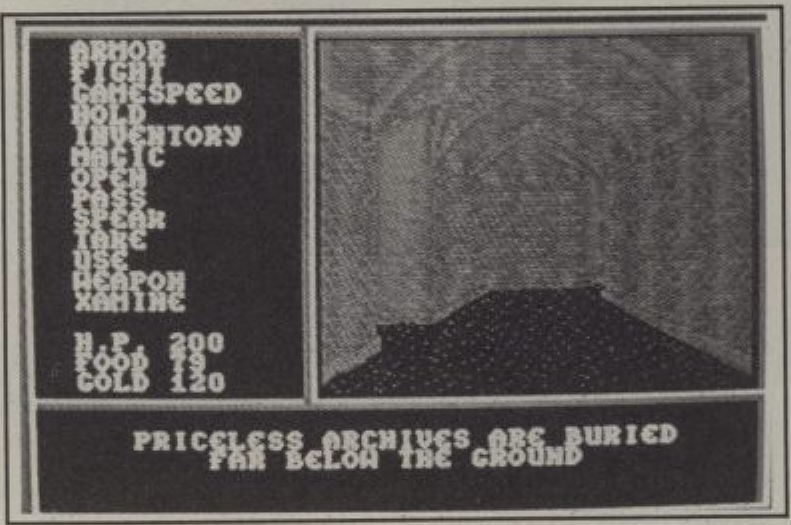
SOUND	**79%**
GRAPHICS	**81%**
LASTABILITY	**56%**
PLAYABILITY	**69%**

73%

THE LEGEND OF BLACKSILVER

Ever get the feeling you've seen something before? *The legend of Blacksilver* by Epyx, bears a remarkable resemblance to something called *Legacy of the Ancients* released by Electronic Arts in October 1987.

The names and places have changed, only the gameplay, castles, towns, dungeons and temples remain. Now *Legacy of the Ancients* wasn't such a bad game so it follows that *Blacksilver* isn't so bad either. All the same, if you've already got *Ancients* and you buy this expecting something different you might be a bit cheesed off.



Foul and Fetid labyrinths.

The plot goes something like this. Baron Taragas has found Blacksilver (the power to raise mountains and drain the very seas) in his mines, and people are getting worried. Princess Aylea is more worried than most. Her dad, the King raised an army, but got himself kidnapped before he could use it. Careless that.

Anyway, the Princess being bestowed of more mental material than her old man has worked out that someone who can raise mountains isn't going to be that impressed by the raising of an army. So, in an uncharacteristic fit of stupidity she asks this humble serf (i.e. you) to do the job. But don't worry, she doesn't send you off to do the job empty handed. She gives you a white feather (is she trying to tell you something?).



Very good advice.

I have to say something about all the stuff you get with the game 'cos it's really quite good. As well as a thick booklet with all the story guff, instructions hints, descriptions and so on you get a big map and a load of stickers with town names, temples, castles, dungeons and other landmarks that you can place on the map as and when you find them.

Travelling from town to town, city to city and so on can be accomplished on foot or in a boat if you can find one. It's a pretty treacherous business because every now and then you get attacked by wretched beasties like Brian Spate, sorry that should be *Brain* Spate, screaming numbs, mid trills and so on.

When this happens you can stand and fight or run away. In the early stages when you are in short supply of hit points, food and gold, it pays to be cowardly. Run far enough and sooner or later you will run into a town. Towns are fun places, just like the real thing with people, shops, banks and casinos. Send your little man into one of the buildings and select speak from the menu and you will be greted with an appropriate response like 'fancy a game of blackjack?' or 'wanna buy some really vicious weapons with which to beat people around the head?', depending on whether you're in the barbers or the church. A short spell in the magic shop won't do you any harm.

So you go from town to town, from castle to dungeon to labyrinth; fighting evil thingies, gambling, stealing, talking, spelling and generally adventuring. The Temples are worth a visit, you can brush up your combat skills by playing arcade games. You might also find yourself spending some time in the dungeons. Here the format changes from a birds-eye view of a stick man on a landscape to a 3D labyrinth. Dungeons vary from four to twelve layers deep and contain goodies for you to discover as well as some pretty wicked wildlife.

What else can I say? It's as good as it was last time I played it. To be honest I don't think changing the names and sticking a picture of David Essex's head on Arnold Schwarznegger's body on the pack makes a new game of it. But if you didn't catch it last time. . .

Ken McMahon

Epyx
Price: £14.99

GRAPHICS	77%
SOUND	66%
LASTABILITY	74%
PLAYABILITY	72%

71%

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MEGA R-TYPE MAP, NEW NINTENDO REVEALED



Very un-Cousteau-like deep sea frolics.

MENACE

Menace first appeared last summer on the Amiga and was widely praised as the only game that could look like half a dozen other games without even trying. In those days it was called *Draconia*. Apart from the name, little else has been altered in this carbon copy conversion.

Draconia, though no longer the title, is still the name of the planet on which this six level shoot 'em up takes place. There are six horizontally scrolling caverns, varying in interior decor from tropical rainforest to hi-tec metallic. Each has its own assortment of evil guardians, whose sole aim is a shield-depleting head-on collision with your craft.

For your part, your ship is armed with a puny cannon; but it can be re-inforced with any number of cannons, lasers, outriders and force fields you care to pick up along the way. The bonus goodies are gained by shooting a complete wave of aliens (natives actually, to be fair). When you blast the last, an icon appears out of the blue which you can use to

Psygnosis
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Xevious-like mirrors.



pick up the goods.

The only problem is: the icon is useless unless you first blast it with your cannon. With the first blast you get 1000 points; shoot it five times and you get cannons, ten times lasers, and so on... Each multiple of five shots turns the icon into something more useful. This makes it dashed tricky to pick a middle-range icon bonus , such as the outrider droids, and overall is a bit of a pain. So much for theory.

So here's where the tactics come in. There's no point in shooting at anything unless you're confident you can destroy the whole wave. You may get a few points, but you won't live long! And you've got to make sure you're well and truly stacked for the final showdown in which you get to shoot it out with an ugly-looking brute at the end of the tunnel.

I said this was a carbon copy of the Amiga version and it's about as close as you can get — right down to the (Amiga) screen shots on the pack. In reality, the 64 graphics are a treat, particularly the destruction sequence at the end of each level.

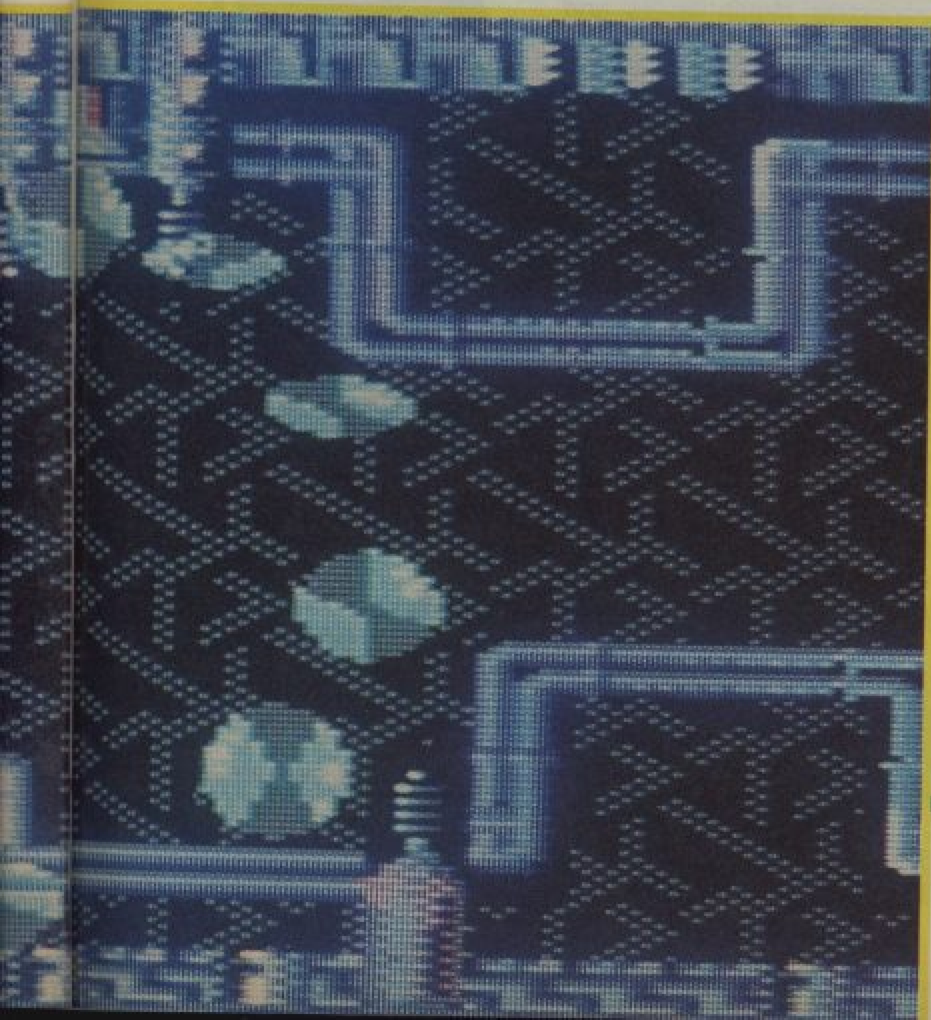
But my criticism with this — as with the Amiga — is that it's on the slow side, and it lacks the kind of excitement that has you on the edge of your seat trying to snap the joystick in half. Large stretches of tunnel go by and nothing happens. Once you've given up on a wave, stragglers can be avoided with ease. None of the weapons are mega blasting.

The net result is a bit on the gutless side, which is a shame 'cos the graphics are nice and the idea is simple enough to be a classic.

Ken McMahon

A familiar looking whirly snake.







End of level guardian.

SOUND	**61**
GRAPHICS	**81**
PLAYABILITY	**72**
LASTABILITY	**68**

75%



8-fold choice of foes and friends.



Cleric with healing staff.

HEROES OF THE LANCE

D&D makes it's first appearance on the Amiga in the unlikely shape and form of *HOTL*, unsurprisingly an arcade adventure with just a hint of role playing.

You are given control of eight of the most prominent characters from the 'Dragonlance Chronicles', ranging from a female cleric by the name of Goldmoon, to a feisty little dwarven warrior called Flint Fireforge. Goldmoon carries the Blue Crystal Staff, which, as if you didn't know, has lots of lovely healing qualities, enabling her to cure light and serious wounds, as well as the power to raise the dead *(useful — Ed)*. The wizard, Raistlin, has all kinds of offensive spells, such as Magic Missile, which fires magic bolts from his finger-tips, and an interesting little thing called web, which freezes anything it touches by binding it in huge amounts of sticky liquid.

The game is viewed side-on to the action, with doorways leading in and out of the plane of the play area. At the bottom of the screen are small digitised portraits of the eight characters, which show their respective health levels and which one is currently under control. Of the eight, the only one which can attack or be controlled is the one in the top left-hand corner. The top four characters are the ones which can be hit by traps and dragon breath. The bottom four are completely safe — and it's here you should keep all your weakest characters. Remember though, you can't cast any spells if the magic user or cleric isn't in the first four characters.

There are two types of combat. Ranged combat can occur when there are no enemies within a quarter of the screen. Should any enemy stroll into range of a character, hand-to-hand combat occurs. This basically consists of hacking away at the nearest opponent until they die.

The graphics are great. They are large clear and very atmospheric. But they do fall down, just a little, on animation. The game is a little on the slow side; but believe me, after a while you don't notice.

The sound is alright, but nothing brilliant. What we have is a direct conversion from the ST version, and I couldn't help feeling a little cheated. After all, the Amiga is capable of better things.

HOTL is, nevertheless, addictive. It's not the easiest thing in the world to get into; but give it a bit of time and wild horses couldn't drag you away from it. Not only have USG managed to capture all the feel of D&D they've also come up with a damn fine game.

Tony Dillon



US Gold
Price: £24.99

GRAPHICS	86%
SOUND	50%
PLAYABILITY	81%
LASTABILITY	94%

89%

MAPPERS WANTED

If you can

a) Crack any game (Amiga or 64)
b) Map clearly and logically
c) Produce nice artwork

We'd like to hear from you. Both (a) and (b) are essential, (c) is less important — we can always have your work redrawn. Either way there's good money and all the prestige of working for CU on offer to freelancers who can crack, map and produce tips to games.

Apply in writing, with examples, to CU Mappers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

POWERPLAY HOCKEY

Remember the Winter Olympics of 1980? No, neither do I! Well, it appears that the USA beat Russia in a thrillingly memorable final to win the gold medal. Now you have the chance to play in a similar match courtesy of Electronic Arts and it's only eight years late (and boy does it look it!).

The gameplay is atrocious. It starts with you and an opponent (computer or human) in the middle of the rink for the faceoff. You only ever control one player (the centre), the rest of your team try to put themselves into strategic positions.



Play a slapshot.

Once you have the puck you have to skate down the rink dodging opponents. You can pass to other players (preferably on your own team) and get them to pass to you. If you get within striking distance of the opposition's goal then you can play a slapshot, and, if you're lucky it might get past the goal-keeper.

If the opposition get the puck you can try to tackle or foul them to regain control. The instructions go into detail about this foul and that tackle, but as far as I can see all you have to do is catch up with the player in control, press fire, and watch him go sliding across the ice.

You have a choice of one-a-side or five-a-side game. The five-a-side game is very confusing and prone to graphic hitches (I once found myself with no legs and a hockey stick floating above my head — very worrying).

The control system is abysmal, it takes ages for a player to respond to the joystick and when he does it's usually too late.

The graphics are no better than the gameplay. The ice rink is nothing more than a few circles and lines (and badly drawn ones at that). The only nice thing I can say about the graphics is that the animation is reasonable.

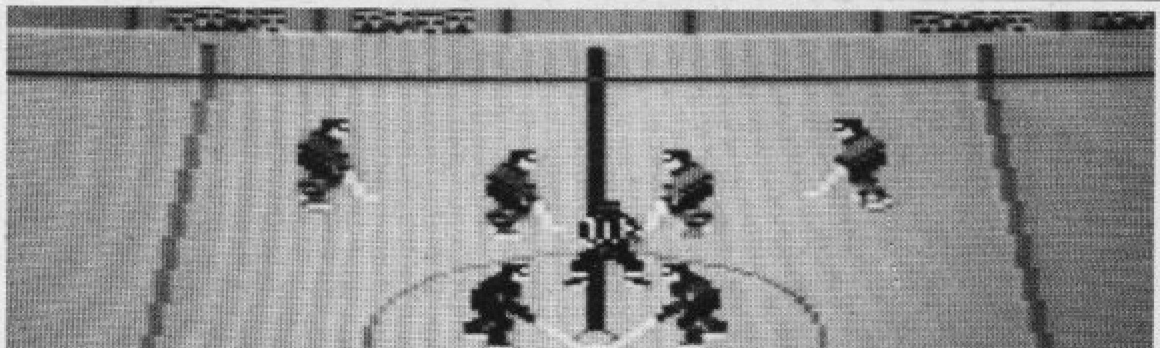
The sound is bad. The graphics are too. There are limited sound effects and this occasionally annoying jingle. Often, you are scrolled off the screen.

I can't see *Powerplay Hockey* even appealing to ice hockey fans.

Mark Mainwood

SOUND	**42%**
GRAPHICS	**43%**
LASTABILITY	**40%**
PLAYABILITY	**43%**

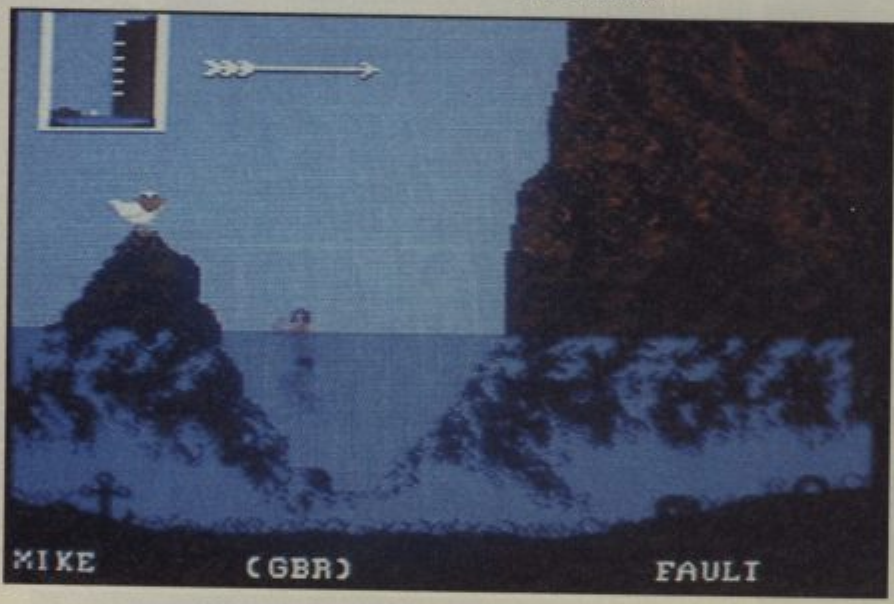
44%



Get ready for some action.

Electronic Arts
Price:
£9.95 cass
£14.95 disk

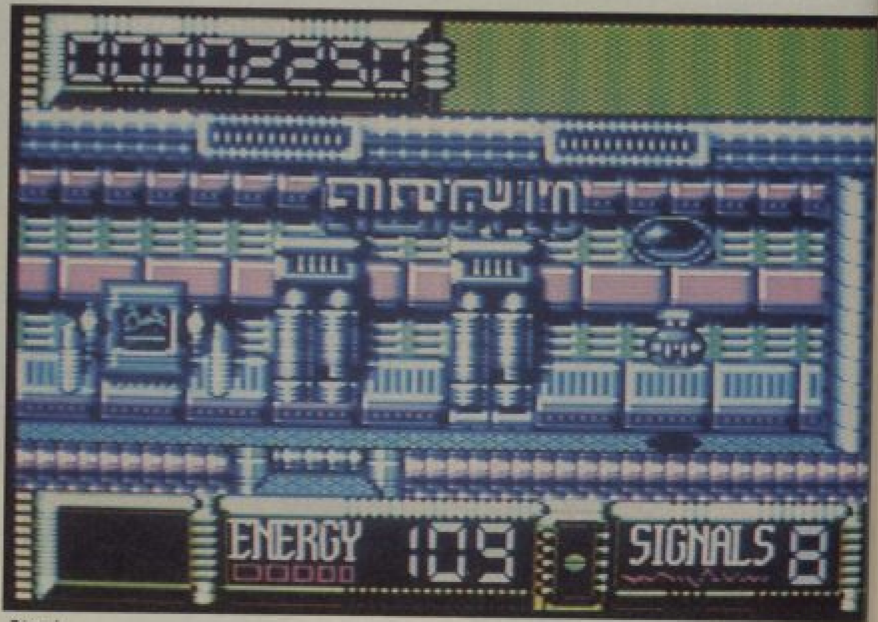
CHEAPO ROUND-U



World Games

STEEL
Rack It

Steel is the new one from the same boys that brought you *Slayer*. It has you as a little hovering robot, not unlike Vincent from the Black Hole. You have to race around some space ship or other avoiding attackers and generally trying to stay alive. Silky smooth scrolling and great graphics make it more of a game rather than the tedious affair it might have been. **(60%)**



Steel

WORLD GAMES
Kixx

World Games is the pinnacle of the *Games* series. Travel all over the globe in search of international recognition as a world class sportsman in various fields. All the events are linked to the country they're set in. Sumo wrestling in Japan for example, or Bull riding in the US. Graphics are large, clear and as always with *Games* product, perfectly animated. The multiload does put a small dampner on it, but not enough to completely quench it. Good at full price, a gem on budget. **(88%)**

PASTEMAN PAT
Silverbird

Cries of dissappointment went up when we realised that this wasn't *Postman Pat* with a mistyped label, but just the old 'slide the blocks around to make a picture' kiddies puzzle type thing with a twist. You are Pat, the bill sticker, who, after just putting up an advert for the *Olli and Lisa* game, realises that he's mixed up all the pieces of the poster. By scrolling the pieces of wall along, he has to try and put the picture back in some kind of order before the time runs out. He also has to avoid the bricks and pastebrushes thrown at him by passing yobs. Fail, and you fall to the floor, succeed and he performs a rather perculiar dance.

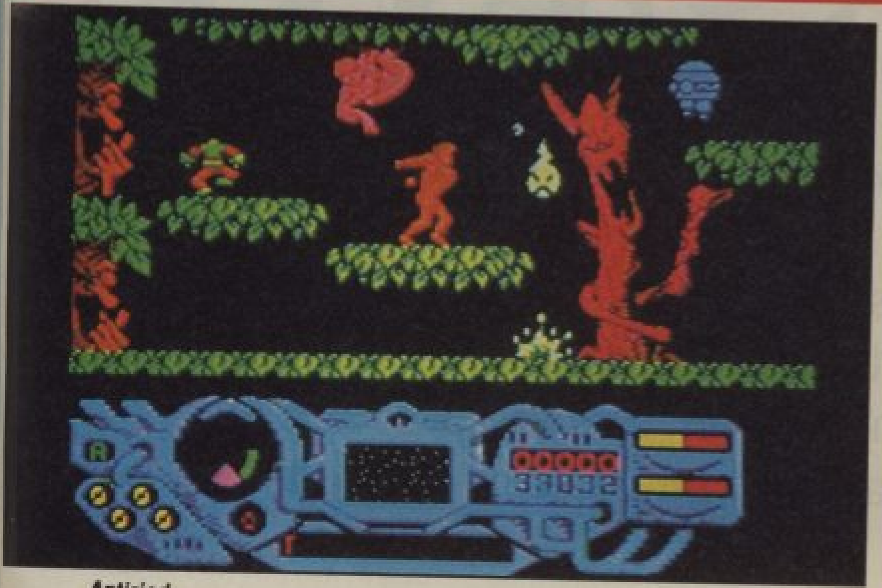
Nice idea, though it wears off fairly quickly. **(67%)**

GOLF MASTER
Rack It

How does an overhead view golf game tickle your fancy? Not bad enough? How about if we take out all references to wind, any forms of manual dexterity and make it incredibly easy? 18 holes. A prize goes to the first person who can sit through more than four of them. Boring. **(33%)**



Golf Master



Antiriad

ANTIRIAD

Silverbird

Can there be a C64 owner who hasn't seen Palace's old classic? In one of the best arcade adventures of all time, you are cast as Tal, the barbarian warrior, in a desperate bid to destroy a huge nuclear power plant somewhere in an Amazonian jungle. The only way to get to the reactor is by donning the Sacred Armour of Antiriad, otherwise known as an anti-radiation suit. When fully stocked with jetboots and a laser, you become an awesome destruction machine.

Wonderful aliens, well defined sprites, smooth animation and stacks of playability will have you coming back for more. A real gem. Re-release of the month, no contest. **(89%)**



Gribbly

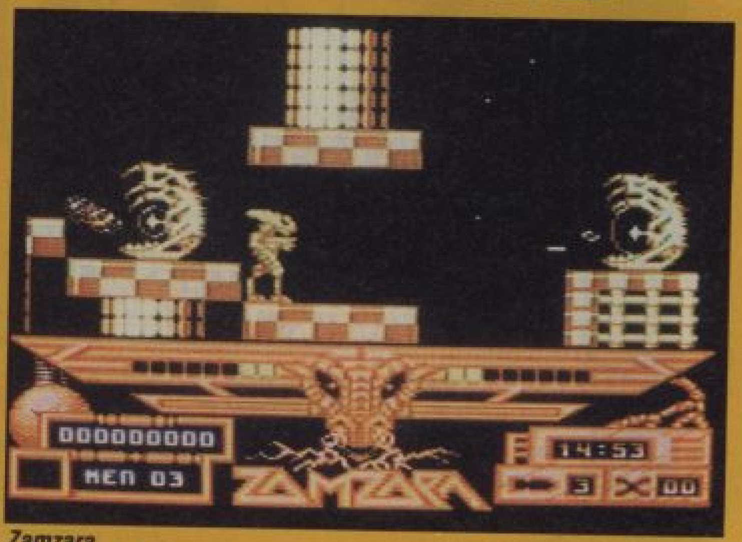
GRIBBLY'S SPECIAL DAY OUT

Rack It

Gribbly is a one-footed, no-armed strange creature from the planet Blabgor. Gribbly is also a re-release and as I remember it, it wasn't too good to start with. Written by Andrew Braybrook, obviously before he went on to better things, your life as Gribbly Grobbly seems to consist primarily of floating around the inside of a cave firing bubbles. The graphics are fairly smoothly animated, the game makes a big thing out of Gribbly's facial animation, though the humour does tend to rely on his cuteness just a little too much. Gameplay is diverting briefly, but it's all over too soon.

An old game, and one that shows it. **(42%)**

Cheapo of The Month



Zamzara

ZAMZARA

Rack It

Trapped inside some strange alien world or other, you are Zamara. Looking like something out of Aliens and Trantor, you guide the gorgeously animated creature through 256 scrolling levels of fast and very difficult arcade action. Your enemy come in two forms. The first and easiest are the air based creatures. These simply fly around and cause a loss of energy when you touch them. The second, and most dangerous are the ground-based monoliths and guns. Impassable until destroyed, these take a lot of hits while throwing a lot of flak at you.

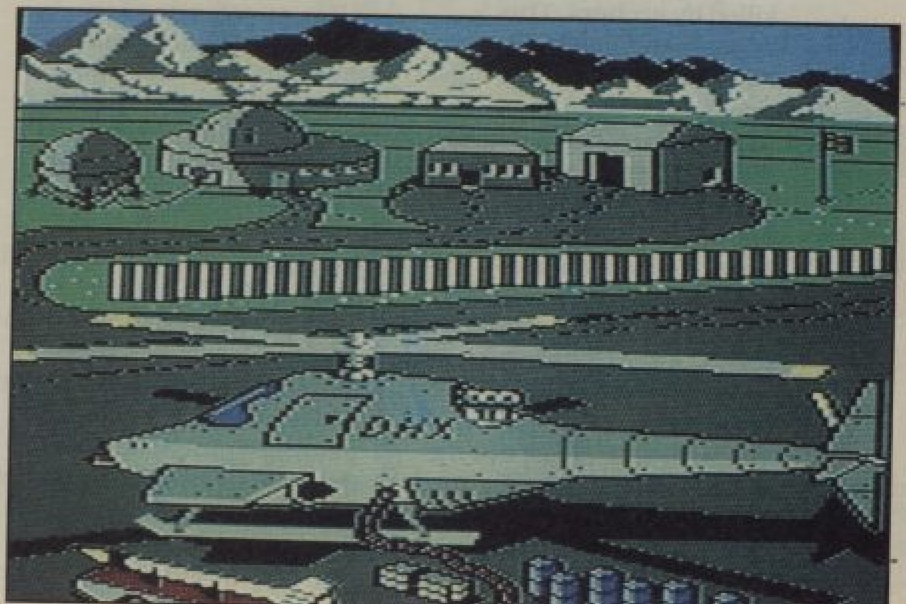
Written by Jukka Tapanimaki, the author of *Netherworld*, and with some pretty fabbo tunes by those Maniacs of Noise boys (responsible for the *Savage* sound effects, amongst other things), *Zamzara* would be good at full price. At budget, it's great. **(92%)**

INFILTRATOR

Kixx

The classic blend of flight simulator, arcade adventure and American humour. You are Jonny 'Jimbo' McGibbets attempting to foil the evil mad doctor's plans to rule the world. Find the base on the map, fly you helicopter to it, fighting and talking to enemy and friendly craft as you zoom through neutral airspace. Get to the base, and the viewpoint changes to an overhead shot of the base. Move you little matchstick man about avoiding guards and generally keeping out of sight. Get into the buildings and cause as much damage as possible. It's multi-load, but it's fun. Gets boring very quickly, but great at the price. **(77%)**

Infiltrator



UP

INTO THE

Keith Campbell gets international, tries to fathom why it's so difficult to break into buildings and how you transport a giant onion. There's a preview of Sierra's *Manhatten* and a cheapo review, too.

Getting inside buildings is often a problem in adventures, and this month we have a castle, a fortress, and a temple, to prove the point!

Two adventurers, both from down under, are currently stuck outside the castle in *Labyrinth*. Warren Simondson is from Queensland, and Stephen Miles is from Victoria; both can knock out the guards, but neither can open the gates.

The temple preventing worship is the one in *Rebel Planet*, outside which a troubled Jon Ramstad of Dale in Norway is to be found, scratching his head. Another temple, this time a game itself, is also stopping Jon's progress. The Fiend in *Temple Of Terror* just won't die, however Jon tries to kill him.

And so to a well defended fortress, through whose gates S.P. McLaren of Margate cannot pass without getting killed by archers. This appears in *Shard Of Inovar*. Perhaps Peter Noack's clues may help . . .

"*Shard Of Inovar* is a very difficult game," writes Peter, (who failed to include his address). "But the game can go on if you are stuck. I noticed that everyone had Shard, but no-one had Inovar itself." After much trial and error, Peter decided to share what he learned with Valley readers — so check out the clues section if you are stuck in this adventure! Thanks, Peter, and as I wasn't able to write back with the clues you needed for *Quest For The Golden Eggcup*, you'll find that there, too.

Peter Emmerechts wrote from Mechelen in Belgium, about *Beyond Zork:* "In November's issue, someone wanted to know how to cross the rope bridge. I don't think there is a way to cross it, although you can get to the other side using the palimpset that you find in the sea chest in the lighthouse. Maybe it has something to do with the Yard Improvement scroll, but I don't think so." There's a whole collection of BZ hints from Peter in this month's clues section, but he would still like to know how to transport the enormous onion he managed to cadge off the cook.

It's painful playing adventure games at times, isn't it? Certainly Simon Orchard of Norton-sub-Hambdon, who is playing *Zzzz*, thinks so! "I can get to a road that I can't cross. I can see a bus that I can't get on. It's very frustrating.

It is, so any others in Simon's position should check out the *Zzzz* clues.

Ace Melief, can't fix the elevator in *Star Wreck*, can't cross the river in Part 1 of *Snow Queen*, and wants the password to Part 2 of the same game! That's what I call hedging your bets!

If you're stuck somewhere nasty, or feel chivalrous enough to help someone who is in distress, or just feel like chatting about adventures and life in general, then write to me at The Valley, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and I'll get back to you.

CAMPBELL'S COMMENT

A few months ago we looked at what the computer scene was like in Poland. This month, let's hear from Jon Ramstad, on Adventures in Norway . . .

★ There aren't too many software dealers in Norway, but some bookshops have a computer department, and it is not impossible to mail-order from various computer clubs and so on. In the shops there aren't too many adventures, but those there are vary greatly from one computer format to another. Therefore, if I want to buy an adventure for the 64, it is probable that the shop has it only for the Amstrad, and I'll have to order it. But I read the Amstrad inlay first! This gives me an idea of the plot, which I consider most important when buying adventures.
Jon Ramstad,
Dale, Norway.

Campbell's Comment: Yours seems a great country for adventurers, Jon, since there are more letters roll into the Valley from Norway than any other except the UK. I get quite a few from the Netherlands, too, and here's one of them . . .

★ I want to thank you for your review of *Legend Of The Sword*. It's a great RPG/Adventure. The only drawback is, it's so addictive that I lose a lot of sleep!

You asked our opinion about solutions of games in magazines, and I think solutions should be published. But code them, so you don't know the whole solution of an adventure at once.
'Razorback' Smeier,
Dordrecht, Netherlands.

Campbell's Comment: Solutions eh? Let's see what Matthew has to say . . .

★ Why not re-review older adventures, as new C64 owners won't have had a chance to buy the older adventures, and most mail order companies sell older adventures at cheap prices. Also, most of the older adventures are better than the new ones.

Why not have a section to review just budget adventures, because not everyone can afford to go out and buy a £10 adventure



VALLEY

every week. (Have you seen *Quest For The Golden Eggcup*? It's ten times better than most of the games on the market at the moment.)

You could also do a complete solution to some of the more difficult adventures, and provide a list of names and telephone numbers of people that you can ring to gain help on an adventure that you are stuck on.
Matthew Holmes,
Dewsbury, Yorkshire.
Campbell's Comment: Eggcup was reviewed in the March issue — where were you that month, Matthew? I get the feeling when seeing lists of help-persons in other magazines, that the names on them hardly change from month to month — and as reading material they're about as interesting as a phone directory. Also, I have heard of volunteers being rung at all times of the day and night, and people that write for help, who never hear back.

Back in December I commented on hintsheets offered by a number of adventure software companies . . .

★ After-sales service is regrettably rare in the computer games business. After all, to take a cynical view, why spend money to help people who have already bought a game?

So perhaps it is not too surprising that Level 9 are still the only publishers that I know of giving away comprehensive free cluesheets for adventure games; six years after we pioneered the idea.

I've got quicker with practice, but it still costs several thousand pounds, in time and printing costs, to produce a new cluesheet. Some people might think this is money wasted, but I prefer to think that extras such as free cluesheets are one reason why Level 9 are still around after all these years.
Pete Austin,
Level 9.
Campbell's Comment: Hear, hear! And they certainly make my job on Valley Rescue a lot easier!

★ What I want to ask you is whether you could send me the addresses of those software houses that release home-grown adventures. I purchased the games you reviewed from Atlas Software and Martyn Westwood, and was very pleased with them. So I want more of that stuff, for its not too bad to get stuck on or dislike a £2 adventure, but a true misery if you've paid £30 for it.

I would be very grateful for the address of XL Software, and Cornsoft Software, and any other addresses where home grown adventures are available for the 64.
Sten Scütt,
Antwerp
Campbell's Comment: 'Fraid I don't have those addresses, Sten. Perhaps Cornsoft, XL, and any others in the field could write in, and I'll print a directory in a future Valley.

★ To be quite honest with you, I don't like those 'new' type of adventures that use icons and things, although I own an Amiga 500. I refer to adventures like *Tass Times* and *Deja Vu*. No, give me adventures with lots of text and fantastic descriptions that tickle your fantasy.

I can stand a nice picture though. Magnetic Scrolls are brilliant with their latest adventures, I think they have found the right way to make an adventure: the right amount of text and a good picture in the right place.
Peter Emmerechts,
Mechelen, Belgium.
Campbell's Comment: Yes, I agree that icon adventures do lack that subtlety and finesse found in good conventional adventures. But they can make a welcome change from keyboard bashing.

ADVENTURE CLUES

VENOM:
Tell Harg to get the orb, and let HIM give it to the bearded wise guy.

SNOW QUEEN:
Don't forget to wash, and kiss gran before leaving.

BEYOND ZORK:
To rescue the minx rub out the footprints.
Refresh the lantern with the cellar scroll.
A second visit to the cellar should yield a bottle of magnificent Chateau Blanc 877.
Use the scroll of recall in one special place (eg the stablehouse) where you leave all your objects. By saying the word, you can be teleported there from difficult situations.

SHADOWGATE:
The weight you are carrying breaks the bridge! Carry only light objects before attempting to cross

RIGEL'S REVENGE:
Look under a seat to find documents.

SHARD OF INOVAR:
At the start of the game, get Inovar and invoke the ritual of Decairn. Go east twice, and invoke the ritual of release. When you enter the temple get ryxblade, go south twice, and give ryxblade to Laryx. Then go north twice, place the statuette of vulcat in the font, get the amulet of fire, go south three times, west, and mount Laryx.

ZZZZ:
Thumb a lift with Sanman, and raise the sign from the ashes.

QUEST FOR THE GOLDEN EGGCUP:
Show the card to the ferryman to return. To enter the hut, free the bird.



CUT THIS OUT AND GIVE IT TO YOUR NEWSAGENT

You've nobody to kick but yourself...



. . .if you don't tell your local newsagent to reserve you a copy of the month's raddest read. So cut this out, hand it over and relaaaaax. . .

Please Mr Newsagent reserve me a copy of Commodore User every month

Name ______________________

Address ______________________

____

____



Wouldn't you like to hold his hand?

Handsome, eh readers?



Manhattan skyline, Orb-style.



Sierra/ Activision Amiga —

MANHUNTER NEW YORK

New York has been invaded by aliens known as the Orbs. The city has been devastated, no maintenance or repair work is being carried out, and, meanwhile, the Orbs seem to be working furiously. Strange things are happening — the atmosphere has taken on a pungent odour, and the skyline is turning red . . .

You are assigned by the Orbs to be a Manhunter. Your task is to track down humans who have in some way wronged the Orbs. The uniform of your calling is a brown hooded cloak, and the tool of your trade is MAD — Manhunter Assignment Device — a portable computer linked by radio to the Orb's computer. This enables you to receive tracking records of the movements of people who have committed a crime, tracked by the Orbs for a period from just before to just after the crime was committed.

With a dramatic startup title sequence, *Manhunter* then 'plays' its own introduction to the story, an animated sequence of events showing an orb visiting your apartment with an assignment. 'Attention Manhunter! There was an explosion at Belleview Hospital! Investigate!' orders the orb, a sort of enlarged floating eyeball. You see yourself getting out of bed, dressing, walking across the room to turn on the light, and finally, checking out the MAD. Not until this sequence has played itself out, is any player input required, or even possible, other than a stab on the RETURN key. Not very friendly if all you want do so is load a saved game!

Mad offers you the choice of activating the tracker, showing the route taken by the hunted man, or enter in a name for more information. Alternatively, by pressing a function key, you can travel — although you are limited by the Orbs to visiting places relevant to the hunt. Therefore, you must use Tracker, to follow the man's route, to authorise you to visit the places he has been.

A map of New York now unfolds and traces the path taken by the criminal. When he stops, the Tracker zooms in, giving you a close up plan to the area, and his movements within it. After he has left, his stop-off is marked by a flashing light on the map. At any time during the sequence, the tracker can be interrupted, enabling you to follow the trial by selecting TRAVEL. The tracker can be restarted, and the trail continued, at any time.

Once at a location, by moving a marker using either mouse or joystick, the picture is scanned, and anything 'special' it passes over may lead to a choice of action being announced. If there is an exit from the location, the round marker will change to an arrow as it nears it, and a message requests the player to press RETURN to move in its direction. If something can be examined, a magnifying glass will replace the marker, again with a request to press RETURN. If any other actions are possible, such as flushing a toilet, or lighting a candle, then those too, will be offered as the marker passes over the appropriate parts of the picture. The messages and marker changes are all triggered automatically by the market position, and an operator intervention is required to proceed from message to message.

So what did I get up to on my first assignment? My quarry, it turned out, blew a hole in the wall of the hospital, and killed a man. He then proceeded to a church, had a close look at the candles and called in at a bar to play a video game before mysteriously fading away, apparently into thin air, in a ladies lavatory!

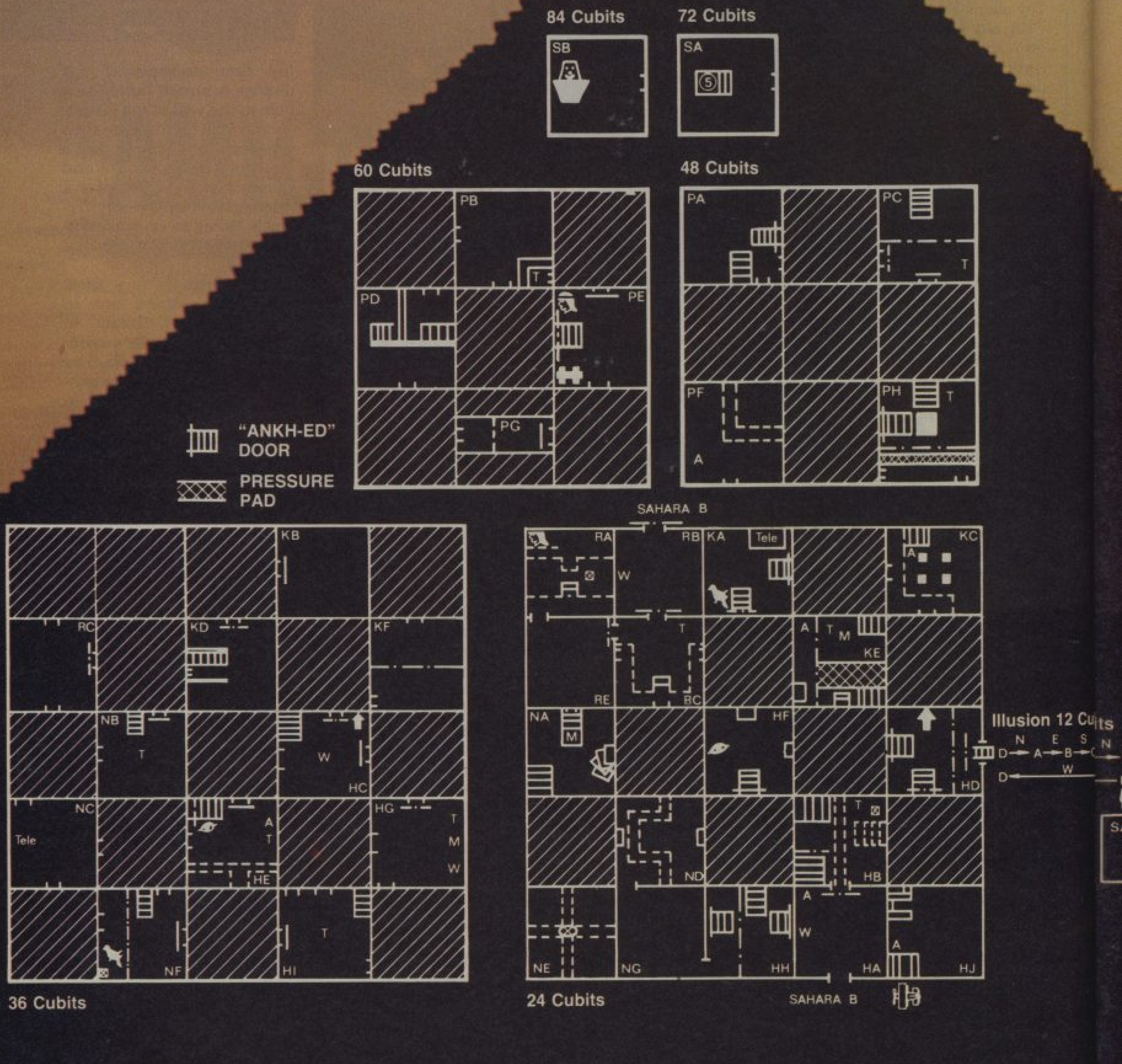
The system is very slick, but because there are so many graphics, many of them automatically sequenced to show action over which the player has no control, they are loaded in groups, leading to frequent 'longish disk delays. The pictures, whilst large and colourful, do not have the fine gradation of shade, colour, and detail that can be obtained on the machine used. I previewed the game on the ST, as only ST and PC versions were available in the UK at the time, but I imagine the same will hold true for the Amiga.

The Amiga version is expected during March. You should find it big, slick, and entertaining. But although big, *Manhunter* is not an adventure in which the player has the feeling of freedom of action much of the time. If used in future games, the system would seem to limit the scenario to a hunt and follow story of a similar type. Manhunter — London? Manhunter — Moscow? Well, Sierra can always be relied on for a sequel!

Room		Comment	Exit
N	E	Shoot "bridge — Go to centre — Shoot "bridge"	E
N	F	Shoot stone in SW corner	W
N	E	As earlier	N
N	C	Teleport from W wall to...	Tele
K	A		Up S
K	D	Thru' Gap	Up W
P	A	Shoot Upper Door + wait for steps	Up S
P	D	Up Steps — Along Wall — Down Steps	S
P	F	Walkway	E
P	G	Crawl under Tripwire	E(Ankh)
		Just "open door" then back	W
P	F		N
P	D		N
P	A		E
K	D		N
K	A		Up E
K	B		S
K	E	Get Ankh	N
K	B		E
K	C	Ankh under stairs [You should now have FIVE!]	Up W
K	B		W
K	A	Thru' Gap	Up S
K	D		Up W
P	A	As before	Up S
P	D		S
P	F		E
P	G	CRAWL!	E
P	H	CAREFUL!! Hole leads to H B	Up N
P	E	Watch it fall!	Up W
S	B	[You have got five Ankhs?]	Up
S	A	Shoot Body (lots) + claim your £2m reward	

KEY

A = ANKH
T = TREASURE
M = MUMMY
W = WATER
H = HORAKHTY
K = KHEPRESH
P = PHARAOHS
N = NEPHTHYS
R = RAMESEES
S = SHABAKA



PLAY TO WIN

Room		Comment	Exit
SAHARA	B	"Round The Back, Grandpa"	S
R	B	Shoot Door	N
SAHARA	B	BACK ROUND + GET ANKH FROM PLANE	N
H	A	Get Ankh	N
H	B	Shoot Slab — Shoot Stone	Up E
H	G	Shoot Mummy's "Eye" — Crawl	N
H	D	Shoot Arrow — Shoot "Wall" — Push Slab Right	E
I	D	Follow Map to Sahara A — Symbol	W
H	D	Crawl	Up S
H	G		S
H	J	Ankh under stairs	Up E
H	I	Shoot Pole to get Treasure	N
H	B	Along Walkway	N
H	C		W
H	F	Do Not Enter — Shoot Eye	E
H	C		S
H	B		S
H	I		N (left)
H	B		Up W
H	E	Ankh — Shoot "wall" (S)	Up W
P	F	Hanging Ankh — Shoot String [NOT WALKWAY!]	S
N	F	Out Thru' Door Under Stairs	N
N	D	CAREFULLY!!	N
N	B	Ignore Treasure — Keep To The Walls!	W
N	A	Turn N — Fall — Walk Behind(!) Mummy	Up N
R	C	N Thru' 2nd From Right — S Thru' 2nd From Left Then Re-Enter	"N"

Room		Comment	Exit
R	A	Down — Push Stone from E	S
R	E	Shoot Door	E
R	D	(You did open the door earlier, didn't you?)	N
R	B		N
Sahara	B	Back Round	N
H	A	Same as Before, Folks!	N
H	B		Up W
H	E		Up W
P	F		S
N	F		N
N	D		N
N	B		W
N	A		Up N
R	C		"N"
R	A	Shoot Face Behind Wall	S
R	E		E
R	D		N
R	B		N
Sahara	B	Last Time — Honest!	N
H	A		N
H	B		Up S
H	I		N
H	B	Walkway	N
H	C	Thru' Gap	N
K	E	Shoot Wall (E) — Avoid Pressure Pad [Ignore Ankh]	W (Ankh)
K	A	Climb up to chair — Teleport to...	Tele
N	C		S



TOTAL ECLIPSE

The third in Incentive's Freescape arcade adventure series takes you back to the well-dodgy Egypt of the 1930s where you have to slay Ra to save the Earth. Armed only with a Smith & Wesson, everything hangs on you. But whatever you do, please don't call for Mummy.

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War Cars
Harvey Headbanger

Wow, What a compilation! All these games together in one pack for only **£4.95**
Less than 25p a game!

POKES

Plenty of pokes and cheats this month for all those games clogging up the top of the charts. Thanks as usual to David Slack, Martin Pugh and the Fraser brothers. Send your tips/maps to CU at the usual address, there's free software to be had.

64

GUERRILLA WAR

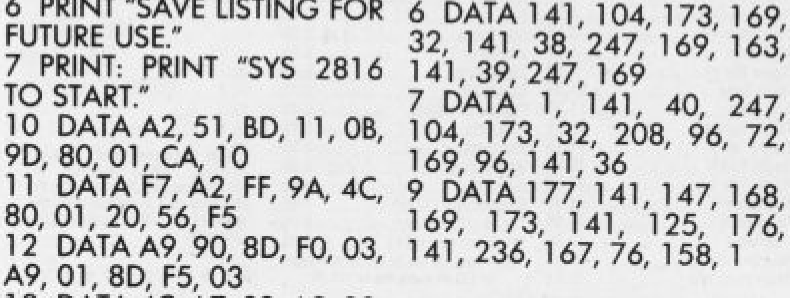
Type in the listing below, run it, and follow the instructions.
The listing gives infinite lives to both players.

```
0 PRINTCHR$(147)
1 FORI=2816TO2891:
READA$
2 L=ASC (LEFT$(A$,1)):
L=L−55: IFL (5THENL=L+7
3 R=ASC (RIGHT$(A$,1)):
R=R−55: IFR (5THENR=R+7
4 V=(L★16)+R: C=C+V:
POKEI, V: NEXT
5 IFC() 7875THENPRINT
"DATA ERROR!": END
6 PRINT "SAVE LISTING FOR
FUTURE USE."
7 PRINT: PRINT "SYS 2816
TO START."
10 DATA A2, 51, BD, 11, 0B,
9D, 80, 01, CA, 10
11 DATA F7, A2, FF, 9A, 4C,
80, 01, 20, 56, F5
12 DATA A9, 90, 8D, F0, 03,
A9, 01, 8D, F5, 03
13 DATA 4C, A7, 02, A9, 20,
8D, 54, 03, A9, A2
14 DATA 8D, 55, 03, A9, 01,
8D, 56, 03, 4C, 00
15 DATA 08, A9, B0, 8D, 59,
01, A9, 01, 8D, 5A
16 DATA 01, AD, 12, D0, 60,
A9, 00, 8D, 37, B1
17 DATA 8D, 48, B1, 4C, 00,
46, 18, BC, 61, 36
READY.
```

ROBOCOP (Ocean)

Enter and run this short listing to load and run Robocop with infinite energy and infinite time.

```
0 REM ROBOCOP CHEAT BY
H M PUGH 1989
1 FOR X = 368 TO 438:
READY: C=C+Y: POKE X, Y:
NEXT
2 IF C = 8571 THEN POKE
157, 128: SYS 368
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169,
32, 141, 84, 3, 169, 134, 141,
85, 3, 169
5 DATA 1, 141, 86, 3, 96, 72,
77, 80, 72, 169, 96, 141, 147,
172
6 DATA 141, 104, 173, 169,
32, 141, 38, 247, 169, 163,
141, 39, 247, 169
7 DATA 1, 141, 40, 247,
104, 173, 32, 208, 96, 72,
169, 96, 141, 36
9 DATA 177, 141, 147, 168,
169, 173, 141, 125, 176,
141, 236, 167, 76, 158, 1
```



ARMALYTE

Type in the listing below, run it and follow the on screen instructions.
The listing gives infinite lives to both players.

```
0 PRINTCHR$(147)
1 FORI=543 TO 631:
READA$
2 L=ASC(LEFT$(A$,1)):
L=L−55: IFL <5THENL=L+7
3 R=ASC(RIGHT$(A$,1)):
R=R−55: IFR
<5THENR=R+7
4 V=(L★16)+R: C=C+V:
POKEI, V: NEXT
5 IFC<>10339THENPRINT"
DATA ERROR!": END
6 PRINT"SAVE LISTING FOR
FUTURE USE."
7 PRINT: PRINT"SYS 543 TO
START."
10 DATA 20, 2C, F7, 38, A9,
15, 8D, B1, 03, A9
11 DATA 37, 8D, B2, 03, A9,
6A, 8D, B3, 03, 20
12 DATA 6C, F5, A9, 43, 8D,
27, C0, A9, 02, 8D
13 DATA 2C, C0, 20, BF, 03,
60, 48, A9, EA, 8D
14 DATA A0, 01, A9, 4C, 8D,
A1, 01, A9, 5C, 8D
15 DATA A2, 01, A9, 02, 8D,
A3, 01, 68, 4C, E2
16 DATA C1, A2, 0C, BD, 6A,
02, 9D, 7E, 08, CA
17 DATA 10, F7, 4C, 1B, 08,
A9, AD, 8D, 57, EA
18 DATA 8D, F3, E9, A9, 60,
8D, 7D, F7, 00, 00
```

FIST +

Type in the listing below, run it, and follow the instructions.
The listing allows the user to adjust the amount of hits before a win, and to select a slow timer.

```
0 Z$=CHR$(147):
C$=CHR$(5): D$=CHR$(154)
1 PRINTZ$:
FORI=304T0408: READA$
2 L=ASC (LEFT$(A$,1)):
L=L−55: IFL<5THENL=L+7
3 R=ASC (RIGHT$(A$,1)):
R=R−55: IFR(5THENR=R+7
4 V=(L★16)+R: C=C+V:
POKEI, V: NEXT
5 IFC<>1134THENPRINT
"DATA ERROR!": END
6 INPUT "HOW MANY
BLOBS (1-6)"; A:
IFA<1ORA>6THENPRINTZ$:
GOTO6
7 PRINT: PRINTC$A "BLOBS"
D$: PRINT: POKE 401,A
8 INPUT "SLOW TIMER (Y/
N)"; A$: PRINT: IFA$="Y"
THENPOKE397, 141:
NS="YES": GOTO10
9 N$="NO"
10 PRINTC$N$D$: PRINT:
PRINT "SYS 304 TO START.":
END
11 DATA 20, 56, F5, 20, 56,
F5, A9, 60, 8D, 7F
12 DATA 52, A9, 4E, 8D, 78,
53, A9, 01, 8D, 79
13 DATA 53, 20, 00, 52, 20,
41, 52, 4C, 48, 01
14 DATA A6, A7, E0, 52, F0,
07, E0, BF, F0, 09
15 DATA 4C, 82, 52, A2, 04,
86, A7, D0, F7, 20
16 DATA 52, 52, A9, 6C, 8D,
7F, 52, A9, 82, 8D
17 DATA 78, 53, A9, 52, 8D,
79, 53, A9, 86, 8D
18 DATA 70, BF, 20, 00, BF,
A9, 8B, 8D, 70, 54
19 DATA A9, 01, 8D, 71, 54,
20, 00, 57, 4C, 73
20 DATA BF, A9, 00, AD, 0B,
1E, A9, 05, 8D, 2E
21 DATA 2B, 4C, 80, 11, 00,
00, 00, 00, 00, 00
```

DOUBLE DRAGON

Type in the listing below, 'run it' and follow the on screen prompts.
The listing gives infinite lives and time.

```
0 REM ★★ BY TIM AND IAN
★★
1 PRINTCHR$(147):
FORI=400TO442: READA$
2 L=ASC(LEFT$(A$,1)):
L=L−55: IFL<5THENL=L+7
3 R=ASC(RIGHT$(A$,1)):
R=R−55: IFR<5THENR=R+7
4 V=(L★16)+R: C=C+V:
POKEI, V: NEXT
5 IFC<>4941 THENPRINT
"DATA ERROR!": END
6 PRINT "SAVE LISTING FOR
FUTURE USE."
7 PRINT: PRINT "SYS 400 TO
START."
10 DATA 20, 56, F5, A9, A0,
8D, E5, 04, A9, 01
11 DATA 8D, E6, 04, 4C, 88,
04, A9, AD, 8D, 72
12 DATA 08, A9, 01, 8D, 73,
08, 4C, 10, 08, A9
13 DATA AD, 8D, D3, 62, 8D,
82, 61, 8D, A4, 61
14 DATA 4C, D0, 81, HE, AR,
TB, RE, AK, ER, 00
READY.
```

PLAY TO WIN

AMIGA

OPERATION WOLF

Method

1. Reset your Amiga and load AMIGA BASIC.
2. Type in the program listed below.
3. Save the listing for future use.
4. Run the program.
5. When you are asked to, insert your Operation Wolf disk 1 in DFO: and then reset your computer. The game will now load and you will find that you have 20 magazines and 20 grenades.

Listing

```
10 REM *** OPERATION WOLF CHEAT (C) DAVID SLACK ***
20 CHECK 0
30 CHEAT = 520192&
40 FOR N= CHEAT TO 520314& STEP 2
50 READ A$
60 A=VAL ("&h"+A$)
70 CHECK=CHECK+A
80 POKEW N, A
90 NEXT N
100 IF CHECK <>573736& THEN PRINT "ERROR IN DATA": END
110 CALL CHEAT
120 PRINT: PRINT "PLEASE INSERT OPERATION WOLF DISK 1 IN DFO:"
130 PRINT: PRINT "NOW RESET YOUR AMIGA AND OPERATION WOLF"
140 PRINT: PRINT "WILL NOW LOAD WITH THE CHEAT OPERATING."
150 END
160 DATA 41FA, 001E, 227C, 0007, FF50, 303C, 0019, 22D8
170 DATA 51C8, FFFC, 23FC, 0007, FF50, 0000, 0068, 4E75
180 DATA 48E7, C006, 4BFA, 0022, 2D4D, 002E, 4BEE, 0022
190 DATA 7016, D25D, 51C8, FFFC, 4641, 3D41, 0052, 4CDF
200 DATA 6003, 4E73, 4E71, 4E71, 48E7, 0006, 2C79, 0000
210 DATA 0004, 42AE, 002E, 4BFA, 000E, 23CD, 0000, 0068
220 DATA 4CDF, 6000, 4E75, 33FC, 0014, 0003, 6F58, 33FC
230 DATA 0014, 0003, 6F56, 4EF9, 00FC, 0CA6
```



PACMANIA

This program will allow you to choose to have either 10 Pac persons or unlimited Pac persons.

1. Reset your Amiga and load AMIGA BASIC.
2. Type in the program listed below.
3. Save the listing for future use.
4. Run the program.
5. Follow the instructions on the screen

```
10 REM *** PACMANIA CHEAT (C) DAVID SLACK ***
20 CHECK = 0
30 CHEAT = 523776&
40 FOR N=CHEAT TO 523862& STEP 2
50 READ A$
60 A=VAL ("&h" + A$)
70 CHECK=CHECK+A
80 POKEW N, A
90 NEXT N, A
100 IF CHECK <> 251583& THEN PRINT "ERROR IN DATA": END
110 PRINT :PRINT "PLEASE ENTER YOUR PACMANIA DISK IN DFO:"
120 PRINT "AND PRESS A KEY": PRINT
130 A$=INKEY$: IF A$"" THEN 130
140 PRINT "DO YOU WANT UNLIMITED LIVES (PRESS U)"
150 PRINT "OR ......JUST 10 LIVES (PRESS T)"
160 A$=INKEY$: IF A$="U" OR A$="u" THEN B$="C": POKEW 523854&, 7737
170 IF A$="T" OR A$= "t" THEN B$= "C": POKEW 523846&,10
180 IF B$<> "C" THEN 160
190 CALL CHEAT
200 DATA 2C79, 0000, 0004, 207C, OOFE, 88CO, 43F9, 0007
210 DATA FOOO, 303C, 0145, 12D8, 51C8, FFFC, 22FC, DBFC
220 DATA 0000, 22FC, 007E, 4E5D, 32BC, 4E75, 4EB9, 0007
230 DATA FO1A, 41FA, 000A, 2948, 015A, 4EEC, 000C, 4DF9
240 DATA 0000, 4C00, 33FC, 0005, 0000, D220, 33FC, 5339
250 DATA 0000, D34E, 4ED6, 0000
```

ELIMINATOR

Getting stuck early on in the game? Here's the full complement of access codes to get you right up to stage 14.

Stage	Code
2	AMEOBA
3	BLOOOP
4	CHEEKI
5	DOINOK
6	ENIGMA
7	FLITME
8	GEEGEE
9	HANDLE
10	ICICLE
11	JAMMIN
12	KIKONG
13	LAPDOG
14	MIKADO

As always we get all our tips from the top, and who better to ask than Mr. Eliminator himself, John Phillips. 'Keep moving' he says, 'The aliens will always fire at you. Also, use the second weapon. It's the most effective and it doesn't use up as much ammunition as the others.'

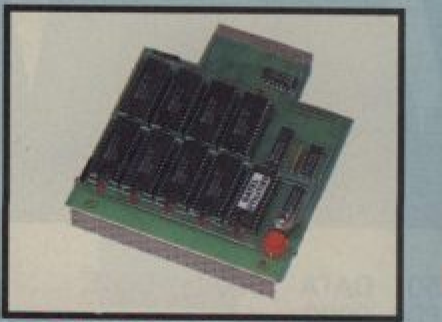
ELITE

To enter the hacker screen, boot the game. When asked for the password enter SARA, then press return. Now enter the correct word from the training manual and get onto the status screen. Press the HELP key and you will now be in the hacker screen

When all the values have been entered press ESCAPE to return to the status screen, and you should be able to give the Thargoids a hard time.

BYTES	VALUES	EFFECT
21	0 TO 4	MISSILES
22+23	01	CARGO BAY
24+25	01	ECM SYSTEM
26+27	80	PULSE LASERS OFF
28+29	80	BEAM LASERS OFF
2A + 2B	01	FUEL SCOOP
2C + 2D	01	ESCAPE CAPSULE
2E + 2F	01	ENERGY BOMB
30 + 31	01	ENERGY UNIT
32 + 33	01	DOCKING COMPUTER
34 + 35	01	GALACTIC HYPERDRIVE
36 + 37	80	MINING LASERS OFF
38 + 39	80 + 07	MILITARY LASERS ON F.L.R.R.
3A + 3B	01	RETRO ROCKETS
3C + 3D	01	ECM JAMMER
3E + 3F	01	CLOAKING DEVICE
97	00 — 08	RATING 00 = HARMLESS 08 = E.L.I.T.E

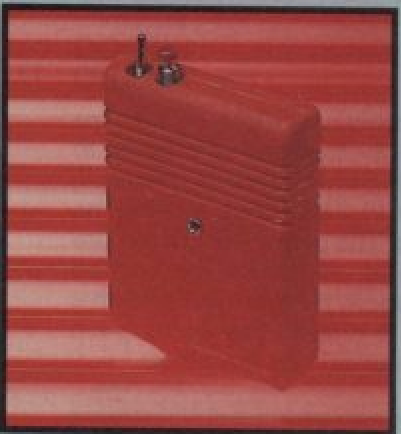
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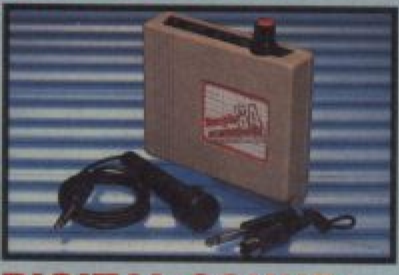


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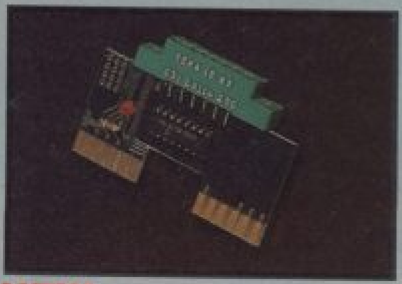
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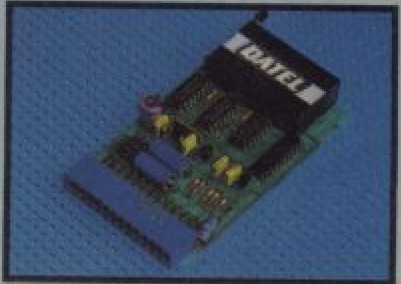
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CU LETTERS

Robocop Poster

● I'm writing about the December issue of *CU*.

The poster of Robocop was exactly the same as the games poster, except for the arms and half of the right leg.

I suggest: 1) that you rename Lee Sullivan 'Lee "Pirate" Sullivan'; 2) that you sack Lee Sullivan (it was he who drew the poster); 3) that you please print this letter (drool, slobber, drool).

Please mention my name a lot in your reply. I can then brag to my friends.
Michael Latimer, Worksop, Nottinghamshire

Lee did the artwork to our specifications. Our picture carries no resemblance to the still used on the back of the game's instructions or its cover. Get your eyes tested matey! Since you've made a bit of a nelly of yourself we suggest you keep this letter a secret from your mates.

Questions Questions

● Could you please tell me the anwers to some very important (to me anyhow) questions?

I was considering buying a disk drive, but is it worth it? Is the Commodore market still there? Or would it be better for me to upgrade to an Amiga? If I were to get a drive, though, which would be the best one — the 1541 or the 1581? What's the difference? *(That's quite a lot of questions — Ed).*

I also want the July, October, November and December back issues, so could you please tell me the prices for these issues as the price seems to have changed a bit since I last got the September issue. Once I have this information do I have to send a postal order to the back issues address?

Finally, could you tell me why the price of the games advertised by your retailers appears to much cheaper than stated elsewhere? Can this method buying be trusted? I've heard of some people having trouble with delivery. Does the same apply to software houses?

Well, all that's left to say is — in the immortal words of Cilla Black — ta-ra, ta-ra!
Paul Mawdsey, Fazakerley, Liverpool

Is the 64 market still there? Good question. A glance through this month's issue shows a preponderance of reviews for the Amiga. This is not deliberate, it simply reflects the amount of 64 and Amiga software available.

The 1581 only works with the C128. You need a 1541C or a 1571 for the 64.

Back issues can be obtained by sending the magazine cover price, plus to cover postage and packing. July and October's issue cost £1.10, November and December cost £1.20.

The games advertised in Commodore User have nothing to do with us. They are mail order companies.

Wot No Gift?

● Having just read the January 1989 issue of *CU* I was delighted to see the February issue for Amiga owners is to include a cover disk with *Sidewinder* and a demo of *Silkworm*.

GREAT, FANTASTIC, I thought to myself until I read the small print!!!! Yes, people in NORTHERN IRELAND are unable to obtain this deal. Why?? Because there are neither W.H. SMITHS OR MENZIES shops in our fine province.

I would like to ask *CU* if there is an alternate way of getting this special issue??
Andrew Roddis
Lisburn,
Co Antrim,
N. Ireland.

Disappointment cancelled. Look no further than pages 16 and 17, this issue, for details of who to contact if you cannot get hold of a cover mounted freebie.

Your particular instance is just one of a billion reasons why you should take out a subscription. Regular subscribers to CU get their mags AND FREE GIFTS posted directly to them. The address, should you be interested, is listed amongst the credits on the contents page.

Calling all Greboes

● Having seen that brilliant game, *Shinobi*, rocket into the charts and peak at fourth position, I thought I'd write in and offer my help on compiling a map and various hints n' tips. I completed the game months ago.

The way I see it there are two solutions. I could try and draw the map; but since I'm not renowned for my drawing abilities I recommend the second solution.

And if you haven't worked it out yet, I'd like to come down to London because I live in that charming place of Bradford, or in your case Planet Freakout (ref. Zodiac Mindwarp) and complete the game in the prestigious company of the *CU* crew.

Also, could Mike Berry aka 'Kernal' Gadaffi(?) of Atherton, Greater Manchester (Sept iss.) contact me as I'd like some help with my programming!

Well that about wraps it up. I'd just like to say hello to Liaqat and Riaz and any other greboes out there.

PS. Please print my full address, so that Mike Berry can contact me.
Mohammed Karolia,
53 Southfield Square,
Bradford 8,
W. Yorkshire, BD 8 7SN.

No sooner said than done, but it's a roundabout way you have of asking to see our office. Try the following instead: 'Here's a clean, crisp fiver' or 'How would you like a goodly pint of the landlord's foaming best?'

As for the sly dig at Bradford — how dare you sir! In our humble opinions, there is no finer place than the megapolis of the North. May the postie bring you greboes galore . . . .

Please send your letters to *CU*, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU.





BABY EINSTEIN
AGAIN WE FIND OURSELVES IN THE BEDROOM OF COMPUTER WHIZZKID AND MASTER OF THE HAWAIIAN SHIRT, CHIP JOYSTICK. LET'S SEE WHAT HE'S GOT TO SHOW US THIS TIME AROUND...
EVER PLAYED THIS ONE, KIDS? TALK ABOUT INTERACTIVE GAMES, THIS 'BABY EINSTEIN' TAKES THE BISCUIT. JUST WATCH THIS..!
BABY EINSTEIN
HI, CHIP- WHY NOT COME INSIDE AND DECIDE WHAT TODAY'S GAME'S GONNA BE ALL ABOUT?
USER-FRIENDLY TOO!
POW!
WELL, DOT, I WAS THINKING OF SOMETHING WITH BARBARIANS, SWORDS, MONSTERS, ALL THAT. YEH?
SOUNDS LIKE A LOAD OF ESCAPIST CLAPTRAP TO ME, BUT YOU'RE THE BOSS!
WOW! THIS IS WHERE IT'S AT! WHAT A GET-UP - ALL ANIMAL SKINS WITH A WHOPPING GREAT CLEAVER, HYUK HYUK. THANKS, DOT!
YOU LOOK LIKE STAN LAUREL AFTER RAIDING ARNOLD SCHWARTZENEGGER'S WARDROBE!
I'D NEVER HAVE GUESSED YOU'D HAVE A HAIRY CHEST!
LEAVE IT OUT! COULDN'T I HAVE MY SHIRT BACK?
C'MON! WHERE'S YOUR BARBARIC BLOOD? ALL WE NEED NOW IS A MONSTER TO FIGHT. ANY IDEAS?
OH, YEH! LET'S HAVE A HUGE METAL ROBO-DRAGON THANG WITH ACID POISON CLAWS AND X-RAY HEAT DETECTOR EYES!
©1989 Philip Bond!
OK?
FINE. NOW, IF YOU'D QUIT OGLING OVER MY DAPPY BIMBOID OUTFIT, YOU MIGHT NOTICE WHAT'S CREEPING UP BEHIND YOU!
EH?


WHAT THE HELL IS THAT !?!
DON'T ASK ME, CHIP. YOU THOUGHT OF IT!
HI, KIDS!
CHIP! COME BACK! IT'S ONLY A GAME!
AAH! I KNOW I SAID ALL THOSE THINGS, BUT I NEVER THOUGHT IT WOULD BE THAT HUGE!!
GET OVER THERE AND DEFEND YOUR RAVISHING PRINCESS IN DISTRESS!
THAT'S YOU, RIGHT?
SLASH!
ARGH!
Poop!
ERK! WHAT HAPPENED? DON'T I GET THREE LIVES?
THIS ISN'T JUST AN ESCAPIST CHUCKLE, CHIP - YOU'RE MEANT TO LEARN FROM THIS!
OH.
eNd
MORAL: BE IT IN FRONT OF THE SCREEN, OR ON IT— EVERYTHING IS REAL LIFE. RELATIVELY SPEAKING.
ABC
DEF
REM

PLAYED IN JAPAN PART 2

Computer System (Famicom for short) has sold something like 12 million units in Japan and there have been about 400 games produced for the system. Nintendo have been selling Famicom systems in Japan for some five years now, and about three years ago they also launched the system in the United States, and now have an impressive eleven million sales for their American system, the Nintendo Entertainment System.

This Christmas, they hoped to add Britain to their success stories. The major secret of their achievements is price-related: in Japan and America they sell their

Space Harrier on the X68000



The average Westerner's conception of the land of the Rising Sun is of a nation of hard-working, technology mad folk, and, although like all racial stereotypes this image should be taken with a pinch of salt, there's a fair amount of truth to it. It's also an incredibly rich country, and Tokyo is undoubtedly the most expensive city in the world to visit.

But another, perhaps less well-publicised fact about the Japanese is that they're video-game mad! Whereas your average game player in this country is almost ashamed to admit that he's a regular visitor to an amusement arcade, in Tokyo coin-op arcades are perfectly respectable places where everybody from schoolboys to lawyers go to partake of the blasting arts. The arcades themselves are far more comfortable and well-maintained than their British equivalents, with seating in front of all of the cabinets. You can even buy soundtracks of your favourite video games on CD in the bigger record shops!

And perhaps it's this far less inhibited attitude to arcade blasting that has led to the popularity of the games console, as opposed to the home computer, in Japan. My theory is that British parents (who tend to do the lion's share of stumping-up when it comes to high-tech entertainment) tend to buy their offspring home computers as opposed to consoles because they fondly imagine that by buying their children computers they'll be contributing to their education whereas a games console is just an expensive toy. The fact that — with some honorable exceptions — the home computers they buy are exclusively used for playing games doesn't seem to register, for some reason. Whereas in Japan everyone's totally at home with the idea of computers in their everyday lives anyway so they don't have any hang-ups about using high-tech equipment to provide them with their spare-time thrills.

So just what is on offer to Japanese console owners? Well, up until a couple of months back, the answer would have been straightforward enough. Three 8-bit game systems dominated the market; Nintendo's Famicom, the Sega System and NEC's PC Engine.

The company that claim the largest user base, and for whose machines the overwhelming majority of the games produced every year are Nintendo. Their Family

machines for lower prices than any of their major competitors, thereby generating a large initial user base, which in turn leads to a huge number of games being manufacted for Famicom/NES machines, which attracts still more console buyers who are impressed by the numerical superiority of the Nintendo software base as well as the low price.

Ironically, however, this huge market share, and correspondingly large software base may be causing problems for Nintendo in Japan at least.

Mr Gushi of Hudsonsoft, a

major Japanese Software manufacturer, says that while Nintendo's massive user base represents something like 90% of the market in theory, many of these machines are mouldering away in the back of Japanese cupboards.

"We can say this because we know the sales of our own software. We used to sell 600,000 units easily for the Nintendo, but nowadays 300,000 is about the maximum we can do, no matter how much we invest in advertising and promotion."

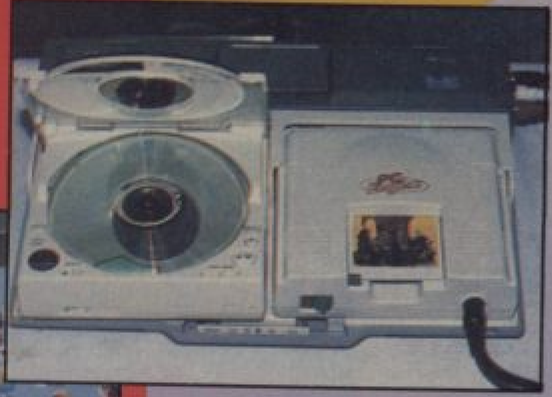
The problem, it seems, is a combination of the machine's own technical limitations and the huge amount of unoriginal, clone-type games which have been produced for it.

"Each new piece of software is fairly similar to something that's gone before. And it seems to me that the engineers at all the software houses have mastered the capabilities of the Famicom's technology and are using the system's technology to its full extent, so that even if they come up with a better idea, they still can't express that idea with the Famicom. That's certainly been our own engineers' experience."

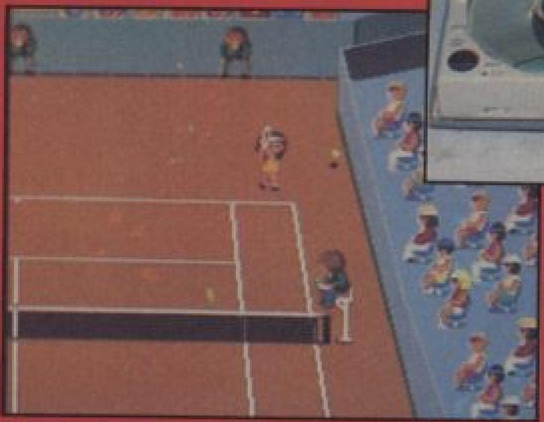
Even Nintendo themselves agree that their system, at least as far as the Japanese market is concerned, has run into problems of late. According to Howard Phillips of Nintendo, "the software isn't as fresh and new as it could be, there's a lot of repetition and not a lot of new, original games. To some extent the engineers could be said to have exhausted the system."

As against this, however, Phillips points to the huge growth in popularity of role playing games in Japan, as exemplified by the unprecedented success of the *Dragon Quest* series. This role playing monster, now in

CD Rom on the PC Engine



Tennis excellence on the PC Engine



Drunken Master





Dragon Spirit on the big Engine

its third incarnation sold a whopping 3 million copies.

But, as Hudsonsoft's Mr Gushi points out, "this is unusual, it's a phenomenon". He reckons that in terms of regular users, Nintendo's market share may have fallen by as much as half.

So what does the Hudsonsoft spokesman think is taking up the slack? The answer, according to Gushi, is the PC Engine. Then again, he would do — one little-known fact about Hudsonsoft is that as well as writing software for a range of machines, their software engineers were actually responsible for developing the LSI chip which powers NEC's sophisticated games machine. Apparently, this unusual situation came about because NEC approached Hudsonsoft to discover what kind of machine they should produce which would be the best from a game engineer's point of view, and Hudsonsoft themselves decided to produce — for NEC — the LSI chip.

Most people who've seen games like *R-Type* on the PC Engine will be surprised to learn that the LSI chips are in fact just 8-bit. The arcade-standard graphics and gameplay are a testament to the skills of Hudsonsoft and NEC.

There are just about one million units of this impressive machine sold in Japan to date, but Gushi expects this figure to grow. "We're now

ARCADES

PLAYED IN JAPAN PART 2

selling about 300,000 units of good software for the PC Engine", he says, adding that his feeling is that many former Nintendo owners will have already made, or are now contemplating making, the move up to PC Engine.

Are there any drawbacks with this wondermachine? Well, for one thing, there's the price. It's a lot more expensive than either the Famicom or the Sega in Japan. There's also the fact that though the quality of the games that already exist, like *R-Type (I & II)* and Namco's brilliant PC Engine Tennis, is incredibly high, the numbers of games currently on release is a mere 16 at the time of writing, though that figure is obviously growing monthly. More seriously, from a British point of view, however, NEC haven't made any announcements regarding possible release dates in this country. And if indeed they do have any plans to bring the machine in here in the near future, they're keeping quiet about it.

The third point in the gaming triangle is Sega's console. With a roughly similar spec to the Famicom, a slightly higher price tag, a fraction of the user base (an estimated 5% of the total) and far less software available, its appeal would initially seem slimmer both for seekers of quantity (Nintendo definitely wins by a mile) or quality (PC Engine ditto). However Sega do have a couple of major plusses which keep them in contention. For one thing, whilst they lack the economic and market share muscle to deny Nintendo access to most other major coin-op companies' products for conversion, they do, of course, have exclusive access to the wares of their parent company Sega, which, when you consider their dominance in the arcades with the likes of *Out Run, Thunder Blade, Afterburner* and *Power Drift*, is a fairly major advantage; basically, if you want to play any of Sega's products at home at console-standard, you'll have to get the Sega system.

And secondly, at least as far as British gamers are concerned, they've initially succeeded in getting into the game ahead of the rest in this country. They've been on sale in British stores for over a year with their distribution, promotions and licensing handled through the Virgin/Mastertronic organisation.

But even as Sega and Nintendo bring their 8-bit machines to our attention, they're already beavering away at 16-bit super machines which will almost certainly have the effect of making the present range of consoles — spanking new innovations that they may be in our eyes — decidedly old hat.

Sega have already launched their 16-bit Super system in Japan, showcasing arcade-level versions of the likes of *Altered Beast* and *Thunder Blade*. And, according to a recent announcement from Nintendo's headquarters, they have commenced work on a 16-bit SuperFamicom.

Sega's 16-bit machine looks like the one that we might see over here first, as (a) it's complete and on sale in Japan now, and (b) Sega are already well-established in this country with their 8-bit system.

Nevertheless, Sega aren't prepared to put any date on the British release of their 16-bit baby: "no decision has been made as to

Nemesis clocks in on the X68000





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PLAYED IN JAPAN PART 2

whether or when we might release the machine in Europe."

Nintendo are taking things far, far slower. Although they have definitely committed themselves to producing a 16-bit machine, it isn't likely to appear for quite some time, and we'll be lucky if we see it in the next three years. But according to Nintendo spokesman Howard Phillips, "the new 16-bit machine will be compatible with the existing 8-bit Nintendo software."

This may well be a canny move. Nintendo's approach to date has been to produce cheaper machines than the competition, thus generating a wider user base and software base. Having your new machine able to run hundreds of already existing games will be a big attraction to the customer weighing up with which machine to go for in the 16-bit stakes.

NEC have, according to Hudsonsoft's Mr Gushi, no immediate plans to introduce a 16-bit PC engine (apart from anything else, their 8-bit version is already arguably able to deliver coin-op standard graphics anyway), but they have just launched an extraordinary add-on to the basic machine which will, they say, open up a world of extra possibilities.

And NEC's use of new technology may indeed prove a far more marketable approach in these parts than bringing out a 16-bit PC Engine would, assuming first of all that they manage to get the 8-bit version into the shops. NEC's big new innovation is the CD-ROM add-on, previewed in the recent Tokyo Electronics Exhibition. This device takes the form of a CD player which can interface with the PC Engine — as well as hooking into an ordinary hi-fi system. This allows a huge amount of extra memory to be accessed by the machine, with extraordinary results in the graphics and sound departments.

"Right now most of the games machines have a memory of around 2 Megabytes. CD-ROM can hold something like 548 MegaBytes, about 250 times the memory capacity of other machines! This means you can, for instance have CD quality orchestral soundtracks for the games."

Hudsonsoft have already started developing games like *Street Fighter* for the CD-ROM attachment. The huge attraction that the CD-ROM add-on might have in this country is that you can also use it as an ordinary CD player and link it into your stereo, thereby enabling games-loving music lovers to upgrade two parts of the entertainment systems simultaneously. (In Japan where a whopping 83% of the population already own CDs, this isn't quite such a major selling point).

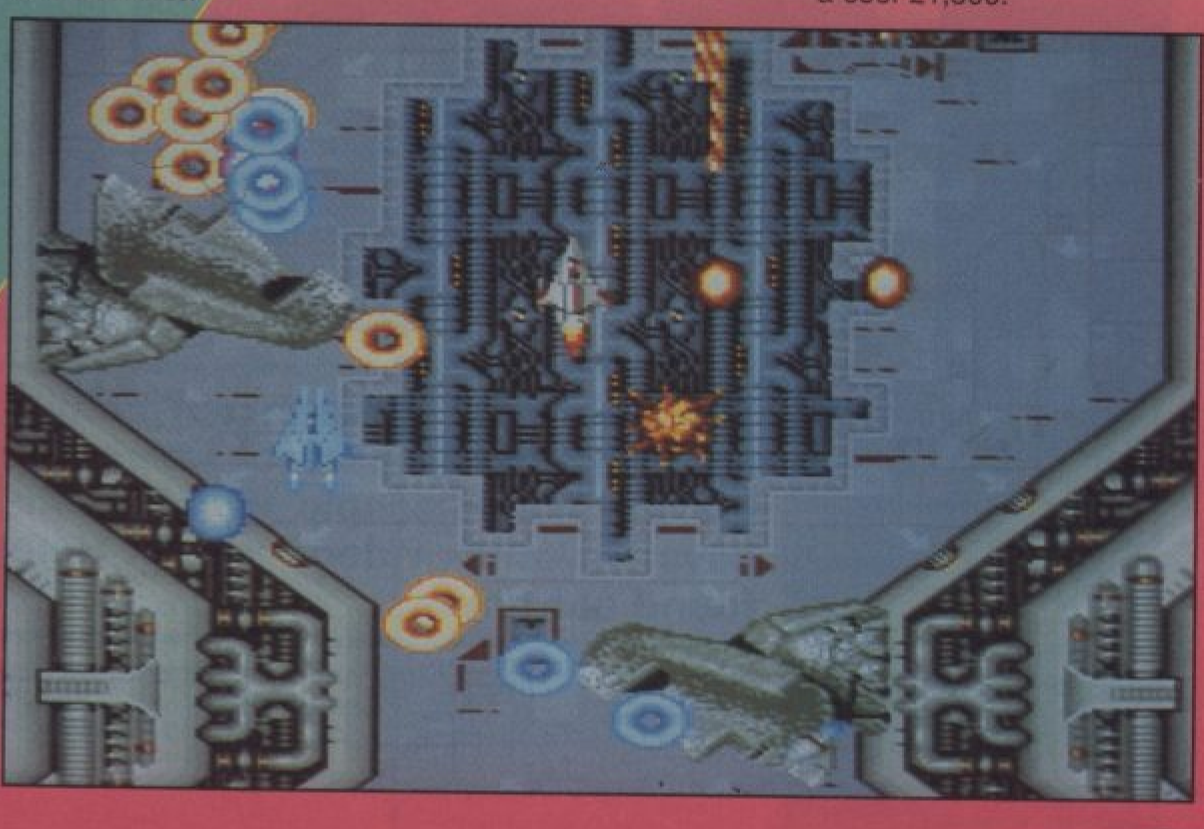
Apart from all these developments and promised developments from Tokyo, there are also a couple of other, local entrants in the great console handicap. Atari have recently announced that they hope to launch a very competitively priced console, the ST Plus, next Spring, a sixteen-bit console largely based on the ST home computer. Joystick manufacturers Konix are also likely to be bringing out fairly impressive looking three-piece games system which will include sit-down steering-wheel controls for driving games.

There seems to be no doubt that the games console is about to make a big impact here over the next 12 to 18 months. But, before you all throw away your keyboards and saddle up for the console age, you may be interested to hear that in Tokyo the hippest young game players are actually selling their consoles and saving up to buy a home computer instead, the extraordinary Sharp X68000, which promises incredible sound and graphics as well as all the attributes of a seriously powerful computer. Only trouble is, the X68000 currently retails, in Japan, for a cool £1,500.

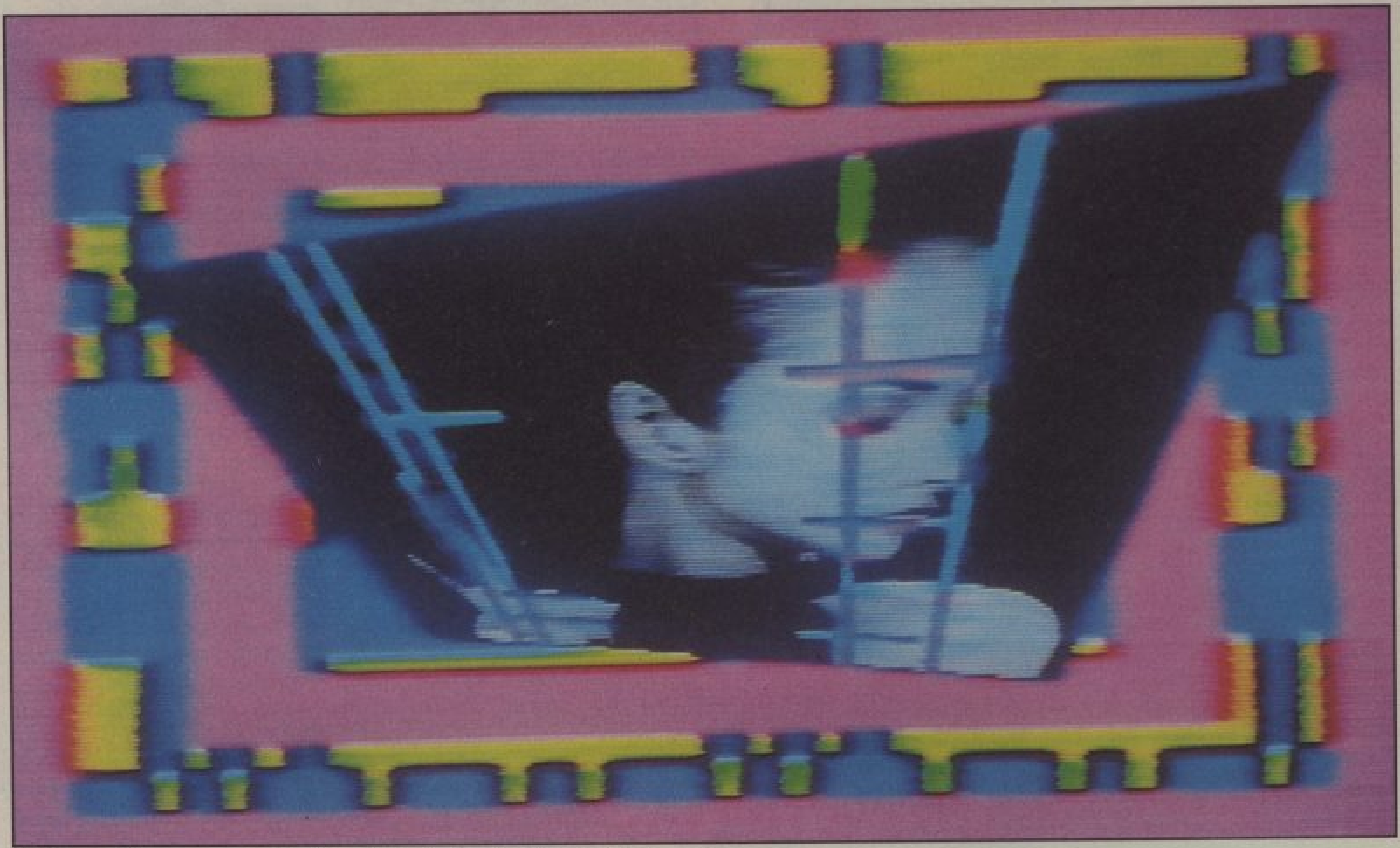
Salamander follows up X68000 style



More Salamander



PIXELLATED



Brain-assaulting, synapse-withering, abstract-shaped and convoluted.

POP

The sound of a forgotten coin-op can provide the perfect inspiration for the kaleidiscopic world of discovation and video. Mark Heley found out how . . .

What's the closest musical equivalent of a video game? Well, you couldn't get much closer than Humanoid's 'Stakker Humanoid' which directly samples the sound from the old arcade fave *Gorf*. If you haven't heard the tune — and it's pretty hard to avoid — it's a mighty blast of computerised rhythm which makes most 'acid' house look about as caustic as a quarter of pear drops. The man responsible is Brian Dougan, a 23-year-old music programmer from Manchester.

'I found myself in an arcade playing the old machines for 5p a go, when I stumbled on it and was completely blown away.'

Back when good arcade games were strictly seen and not heard, *Gorf* was about the first game to incorporate a voice chip, which it used to disconcert many an unsuspecting gamer as it bellowed things like 'Puny Earthling!', if you so much as passed it.

'I just put two and two together and realised that a lot of people who are into arcade games are into dance music too.'

Like playing Afterburner*?*

The result was a collision which was truly half-and-half and which started life as the theme tune to BBC 2's 'Behind The Beat' and has now just completed a month in the top thirty. Three months ago, Brian was completely unknown, 'Now, I wake up in my London squat and think, "Gosh! I'm a popstar, with a hit single and an impending album on Westside records to his name." But if Brian is Humanoid, who is this Stakker?

'Stakker Humanoid', in fact, was originally conceived as a combined audio/visual project, the song just being the musical half to a video made by the video production company of Stakker — who are, coincidentally, two friends of Brian's from Manchester, Colin Scott and Mark McClean.

Stakker visuals are a full-frontal assault on the brain. After a while, the effect on your withered synapses is much the same as staring into a strobe light (or playing *Afterburner* for a couple of hours).







Perfect pop, arcade 'n video mix.

'What we do is not strictly computer animation as such', Colin explains, 'it's a computer modulation of digital video signals. We start off using the Fairlight's graphics package for things like colourisation, but then we go down to Medialab and use their Quantel Mirage and Encore to shape the raw material.'

Their first break was getting two half-hour slots on MTV Europe. More Blitzkrieg than programme.... It was a simple, but utterly hypnotic demonstration of their art, which stood out from the other bland videos like Oliver Reed at a temperance meeting. From that came the Humanoid collaboration and the visuals for the excellent compilation of Rhythm King artists, Baby Ford and Bomb The Bass, called 'The Evil Acid Baron Show' ('we didn't choose the title' they cried plaintively).

but their newest production, from which these glorious screen shots are taken, is 'EuroTechno', a serious state-of-the-art multi-media meltdown which once more utilises Brian Dougan's musical ability. Stakker are the shape of your television's future with programmes that make Max Headroom look like Kenneth Kendal. Live performances using a massive video wall are planned, and they are also talking about producing an interactive Laserdisc game based on New York's Cyberpunk scene, itself inspired by William Gibson's future shock classic 'Neuromancer', which itself recently appeared through CA.

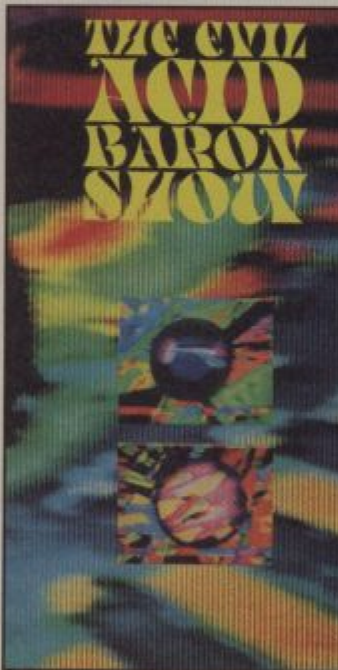
STAKKER COMPO

CHANNEL

We have no less than ten copies of Stakker's superb 'Evil Acid Baron Show' from Channel 5 video to give away. Forty minutes of sound and pictures, it features the music of Royal House, S-Express, Baby Ford and loads more. In addition to this, and thanks to the equally generous Westside records, we have a copy of the new Humanoid LP for each of our competition winners. It could be winging its way to you even before it has touched down in the flashiest record emporiums.

All you have to do is answer this awesomely simple question:
Which of Channel 5's releases are FAB?

Answers on a bandana to, Stakker Competition, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



Arcade Star

ARCA

TAITO
3 x 10p

A year after *Operation Wolf*'s first appearance in the arcades, and with Ocean's excellent conversion currently flying off the shelves, the time is ripe for a follow-up. And happily for all the Uzi-blast fans out there, that's exactly what Taito have been thinking to themselves too — and here it is.

You won't have much trouble working out the difference between Operation *Thunderbolt* and its forerunner at first glance. *OT*, y'see, is designed for one or two-player simultaneous play, and therefore features not one but *two* cabinet mounted Uzis! (The cabinet itself is also a lot bigger too, natch).

Pump in your tens and the new scenario unfolds: hostages need to be rescued, and a whole plethora of terrorists and nasties need to be dissed.



Strafed by F-16s.



Where's the airsick tablets?



Terrorists hold a girl hostage.

The first major gameplay difference — buddy-gunner apart — is that where the original was merely horizontally-scrolling blasting, this update now features a straightahead trundle up an enemy-swamped road in some kind of vehicle.

The horizontal scenes pit you against all of your old enemies and a few more besides; there are plently of snipers hiding in windows and behind oil drums, grenadiers, rocket-launchers, dagger throwers, the occasional helicopter and some super-tough and agile commandos who need to be riddled with bullets.

Apart from your automatic's traffic of bullets, there's also a heavy weapon launch button on your Uzi's barrel for really tough jobs. Both weapons are limited, the special weapon obviously much more so than the machine gun. Still, extravagant waste of ammo could be your downfall. Apart from blasting all your obvious targets — and avoiding shooting the occasional, wide-eyed hostages who pop up — you've also got to hit as many of the ammo magazine, grenade and rocket launcher icons that appear, thrown away by expiring mercenaries. As with the original, you should also score any

OPERA
THUND

ADES

Arcade Star



Fun and games on the West Bank.

your next. Your journey takes you from road to mansion to camp to airfield and even eventually onto a hijacked jetliner. This scene, late in the game, is particularly brill; you're down the backend of the aircraft and you have to make your way up to the front, blasting all the myriad nasties lurking in the seats, avoiding the innocent passengers and, of course, the pilot himself (visible in the distance) — kill the man at the controls and you'll cause the destruction of the entire plane.

Operation Thunderbolt will be huge, no doubt about it. It takes all the best elements of Operation Wolf, the brilliant graphics and toothgrinding action blasting, adds a two-player option, a brand new perspective and some really clever scenario ideas. How *couldn't* it be huge?

Nick Kelly



Can you take the airfield against this kind of firepower?



Three foes to blast away.

ATION
ERBOLT

of the first aid cannisters that float down (presumably dropped by your mates overhead) to top up your health.

All through the game you have to shoot knives and grenades as the fly through the air at you, if you want to live long.

The straightahead road scene sees you pitted against a bewildering array of jeeps, tanks, choppers, footsoldiers, mine-layers and even *Afterburner*-style jets, all out to blast you off course.

At the end of each level there's a pic showing you achieving your goal (reaching the enemy camp and destroying it, rescuing hostages, and so on) and an introduction to

Arcade Star

GRAPHICS:	9
SOUND:	9
TOUGHNESS:	8
ENDURANCE:	9
CONVERTABILITY:	7
OVERALL:	9

A4

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CCI November 1988

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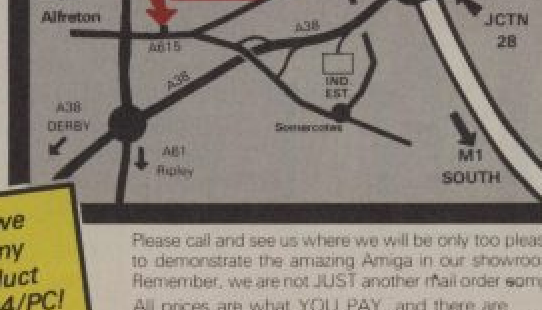
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HOT CHASE



Bullet holes splatter the windscreen.

There's a bomb hidden in your car and if you don't make it to 'the end' then it will be detonated. That's the rather garbled message offered to you at the beginning of this racing game. Why is not clear. Just put your foot on the accelerator and get the hell out of there.

Konami's contribution to pursuit games begins with your car tearing out of a factory moments before a huge explosion. You may have sabotaged it, or you may have been careless with a fag butt; either way the clock starts ticking immediately and you better get a move on to the first checkpoint. Cross that and the counter is reset. Fail and the car is destroyed.

It's difficult to know what you're supposed to be driving but it looks a little like an Aston Martin DB5, a Bondmobile. There again having driven it, it handles more like a Datsun Violet.

Your route to safety is, naturally, not clear, nor is the checkpoint so near so Spar. In fact it's miles away, and you'll have to weave through narrow, windy roads and busy streets. You're not too popular either and people are out to stop you. Soldiers spray bullets at you, and helicopters appear randomly, strafing the road ahead. The nice touch about *Hot Chase* here is that, if you're hit, bullet holes pockmark the screen.

Your way is frequently blocked, too, by obstacles. Oil drums fall from the back of a speeding lorry, a train cuts you off, and the only way to continue is by shooting up the ramp and over the top. There's rocks too, some of the smaller ones of which can be used, *Buggy Boy* style, to jump the larger ones. Don't worry about barriers and fences – you can just burst right through them.

The idea for *Hot Chase* is good. The development of race game into pursuit game with a shoot 'em up angle is tested, and proved quite successful recently for Taito with *Chase HQ*. Konami's attempt leaves something to be desired – mostly in the area of gameplay. They haven't got the race part right. The car has no 'feel', the steering wheel is totally devoid of any weight; so how much you have to turn it to affect the direction of the car is unclear. It's just too sloppy. The same goes for acceleration. There's no real idea of speed involved. You'll just find it impossible to stay on the road if you go too fast.

Helicopters attempt to halt your progress.



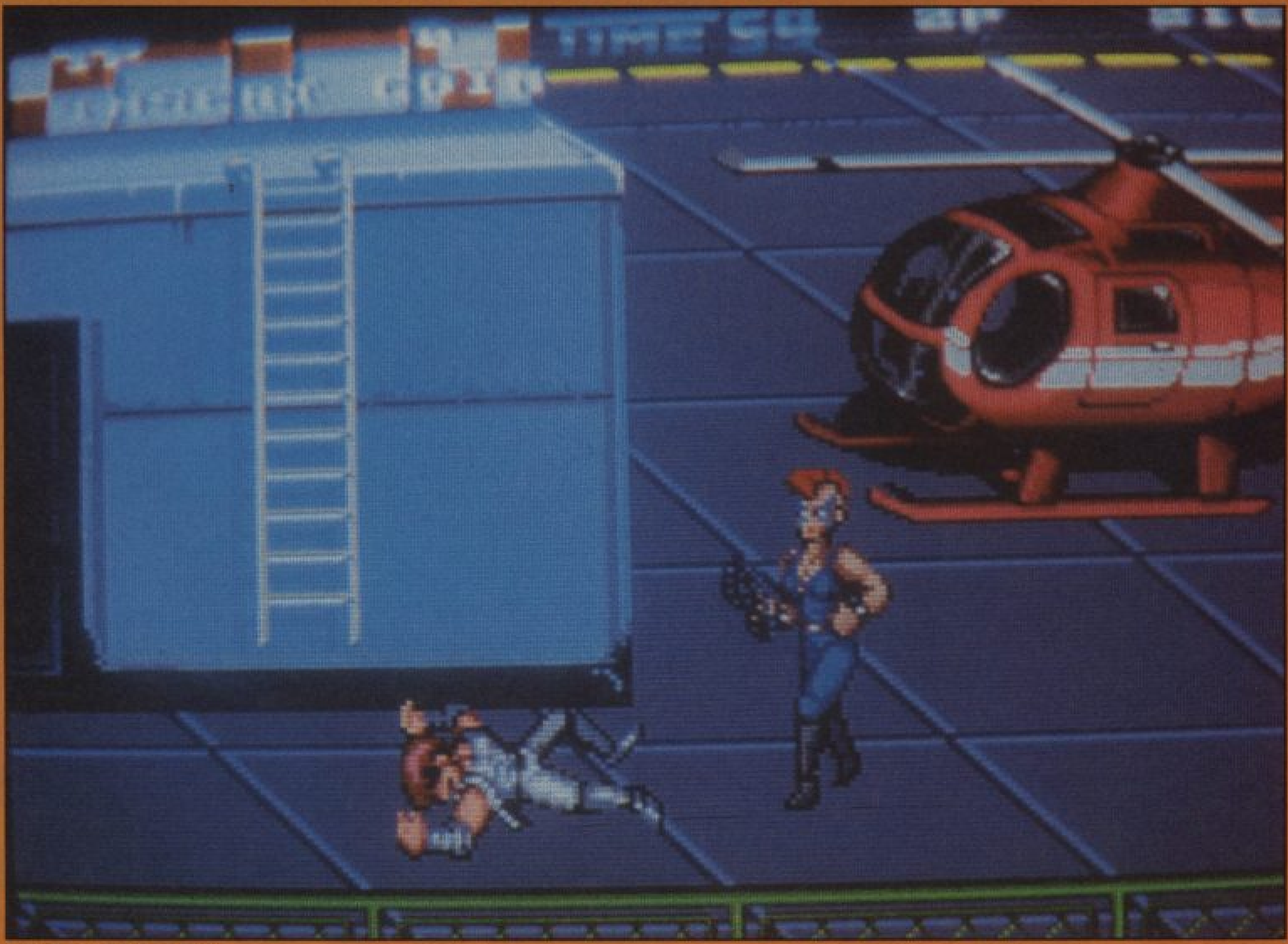
Graphics and sound on *Hot Chase* are little more than average. But it's the game's toughness and lack of playability that is the turn off. *Hot Chase* gets cold very quickly.

Mike Pattenden

GRAPHICS:	6
SOUND:	6
TOUGHNESS:	9
PLAYABILITY:	5
CONVERTABILITY:	8
OVERALL:	6

TECHNOS
3 x 10p

ARCA



Going somewhere, pal?

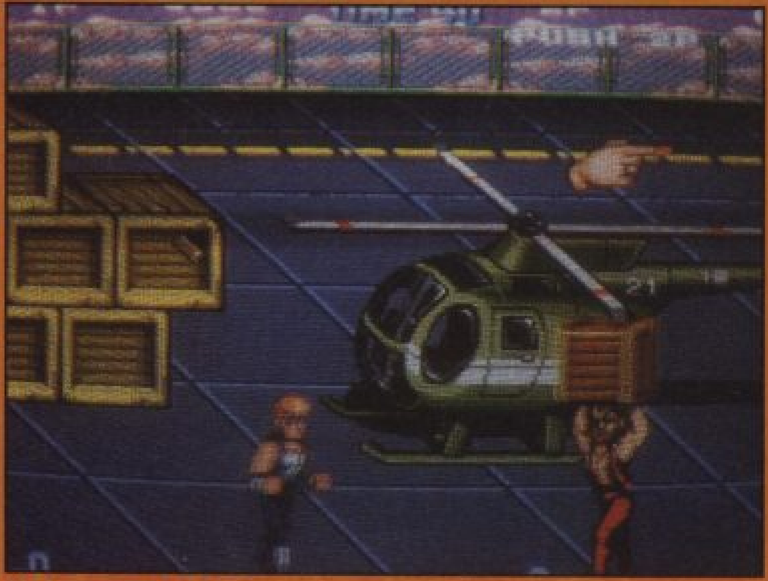
Quite whose revenge this sequel to Double Dragon is I'm not sure. In the original, fans of this classic two-player beat 'em up will remember, you pursue a gang of thugs who have kidnapped your girlfriend and whisked her away to the hideout of the Shadow Boss.

The scenario is little changed this time, except the deed which sets you after your gangs is the murder of your girlfriend, gunned down in cold blood by a hoodlum with a machine gun. Is that their revenge on you for destroying the Shadow gang in Part I, or the act which spurs you on? Either way it's action time!

DOUBLE THE REVENGE

ADES

GRAPHICS:	8
SOUND:	6
TOUGHNESS:	9
PLAYABILITY:	8
CONVERTABILITY:	8
OVERALL:	7



Find a crate and lob it!



Get 'em or they'll get your girl.



Pull my hair and I'll scratch out your eyes.



Wallop, wallop, down in one.

Battle your way through independently scrolling sections of the screen against three or four gang members, until you get a thumbs up — after wiping them out — to progress on to the next level. Gang members come in all shapes and sizes ranging from thugs your size to towering beasts dressed in bondage gear, or huge fatties. Dwell in the same place too long and one will use your face for a doormat. My favourite is one of the bigger geezers who picks you up by the hair and irons the creases out of your face.

Naturally you're not helpless and you get to dish out a fair bit of stick yourself, including a bit of hair pulling of your own. The move where you grab them by the hair and knee them persistently in the ear. Just as before there's knives, chains and boxes left around the various levels for you to pick up and turn on your assailants.

Even the many levels bear an uncanny resemblance to the predecessor, with factories, full of conveyor belts and packing cases, lifts and streets. And by now you'll have come to realise DD II's central fault. It simply isn't different enough from its predecessor. The gameplay is classic and I can forgive them for not messing with a good formula there, but it would have made the game much fresher to have transported it to a different place, with new backdrops and characters.

DD II could have been as good as it ever was, and it still is head and shoulders above most beat 'em ups, being both tough and addictive, but it somehow disappoints too. Still ripe for someone to have another go at the conversion.

Mike Pattenden

DRAGON 2

TECHNICAL DEVELOPMENTS

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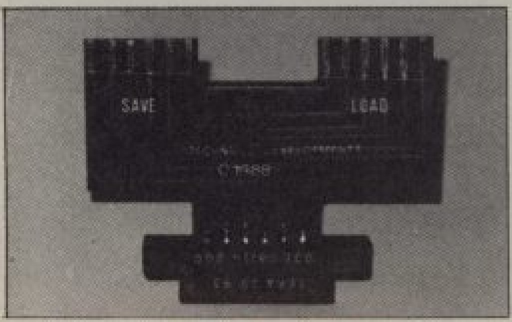
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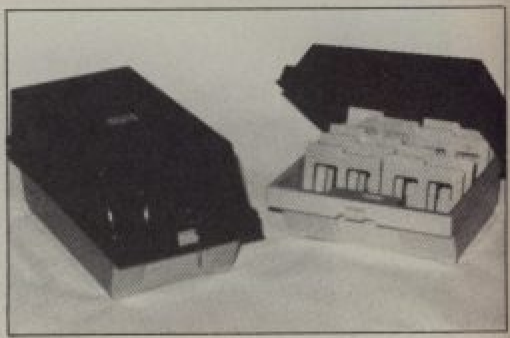
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Bomb tiddy bomb, bomb.

TAITO
2 x 10p



Shoot 'em with a sun lamp.

TRUXTON

Vertical scrolling shoot 'em ups of the whacky ship, whacky background variety appear with the kind of monotonous regularity that suggests the arcade manufacturers simply junk them after two months and reprogram the old code or slap in some new backgrounds.

Truxton is no exception to this rule, and it certainly isn't meant to be considered at the deluxe end of Taito games. This is more your Ford Popular, well constructed, reliable and fun. It does also have one factor going in its favour, a particularly pretty weapon, known as a sun laser which, when picked up, produces a beautiful but deadly crackling pink beam which fries everything in sight and even locks on to targets. It quite makes the game.

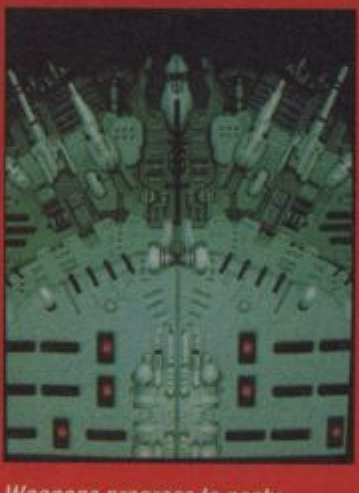
Otherwise what remains is a progressive blast which has you taking on all manner of futuristic craft (no WWI fighters here) stopping only to gather speed ups, of which you can have a maximum of four; power-ups, which provide faster shots, then progressively bigger photon torpedoes, until finally the aforementioned sun laser materialises allowing you to create major havoc: there are also Tatsujin bombs (smart bombs to you joystick junkies) and the ability to arm yourself with a couple of other fighters.

Truxton then is nothing special, but it is fun, and it has certainly provided me with enough action to get me warmed up on a particularly chilly morning. With 200 zones and five muvva ships it should keep you occupied until the next vertical scroller passes through the door of your gaming house.

Mike Pattenden



Looking for a muvva ship?



Weapons progress to nasty.

GRAPHICS:	8
SOUND:	6
TOUGHNESS:	7
ENDURANCE:	6
CONVERTABILITY:	7
OVERALL:	6

CU COMPO RESULTS





POWERPLAY COMPO

When we give away prizes, we give away real prizes. Just take a look at this. Not only were there 20 Powerplay Cruiser joysticks, there was an Amiga to plug it into. If you remember, you had to list the seven points in order of importance. The answer was, after much agonising by the judges, F C D E A G B. B being 'Colour matches your wallpaper'. Shame on you if you put B first — we're wacky, but not that wacky.

The lucky winner of the Amiga A500 is Daniel Duffin, Notts.

Ten more who win themselves a clear autofire Cruiser are: A. Rogers, Maidstone; M. Darr, Herne Bay; Nishan Fuard, Watford; Mark Sim, Moray; Daniel Besser, Milton Keynes; P. Draycott, Herne Bay; Anthony Baldwin, Eayleigh; Onwai Tsang, Northolt; Robert Carlton, Cambridge; Steven Irving, Middlesbrough.

The next ten, win themselves either a black or blue cruiser: Ian Dale, Leek; Paul Sidhu, Leeds; Paul Hancox, Birmingham; Francis Dallas, Lancs; T. Jenkins, Glos.; Scott Thompson, North Berwick; Sam Jenkins, Wolverhampton; Anthony; Anthony Marland, Lancs; Edward James, Birmingham; Alan Elston, Derbyshire. A pat on the back to all.

CHEWITS COMPO

You lucky people! To prove what a bunch of generous, kind hearted people we are, we've given you the chance to win A YEAR'S SUPPLY OF CHEWITS!!! That's a whole £36.50 worth!!! We've let FIVE of you win!!! Here they are: James Lea, Portsmouth; Owain Harrison, Guildford; Bruce Humby, Dorset; P. Anderson, Southall; M. Duce, Telford.

TIN TIN COMPO

Do you know your Professor Calculus from Skut when it comes to Tin Tin? It seems that some of you do, in fact we were flooded with entires telling us that the names of the bubbling detectives in Tin Tin are Thompson and Thompson. Which was wrong. They are in fact Thompson and *Thomson* (aka The Thompson Twins). Among the multitude that got it right, the five lucky winners are: Mark Pace, Dartford; Peter Wognum, Essex; Paul McHale, Cheltenham; Mark Beardall, Nottingham; Laurence Hallam, Chorleywood

BOMB THE BASS COMPO

Plenty of keen entrants for this one too, and picking out just five winners for this was a little difficult. The question we asked was who did the original version of 'Say A Little Prayer'? The answer, of course, was Dionne Warwick, though Aretha Franklin's cover version is widely accepted as the definitive version. That said, the lucky five who walk off with Bomb the Bass's scrummy album 'Enter the Dragon' are: Matthew Beech, Stoke-On-Trent; R. Ramsden, Bradford; Matti Kennedy, Cornwall; Aymed Mussad, Dulwich; Richard Walker, Dudley.

CU NEXT MONTH

SCREEN SCENE

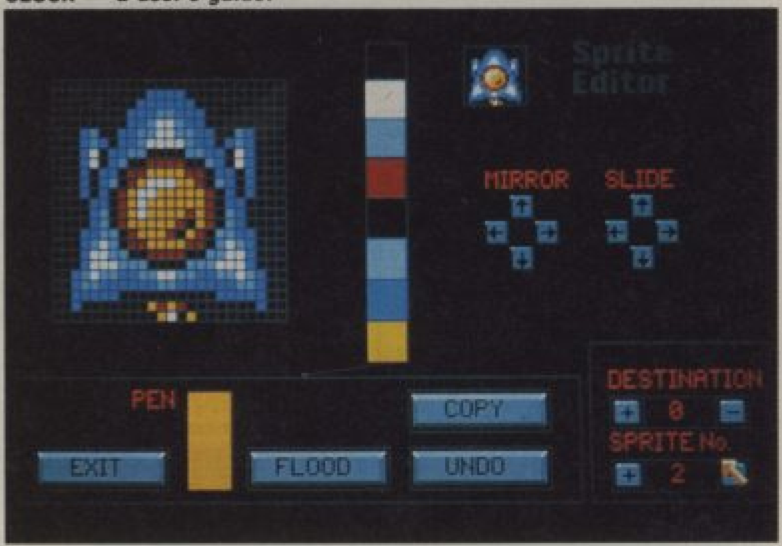
Despite the post Christmas blow out there's some quality software on the way in February/March, including the revamped version of *Katakis*, now named *Denarius*, which we'll have on the 64 and the Amiga. A class blast is guaranteed. We'll have *Cosmic Pirate* from Palace, and a player's guide to *SEUCK* on the Amiga. Look out too for Amiga *Flying Shark, Dynamic Duo* and *Tyger, Tyger* on the 64.

See y'all on Feb 26th. Oh, and have a nice issue.

Katakis, *whoops . . .* Denarius *on the 64.*



SEUCK *— a user's guide.*



THE AMERICAN DREAM

Recent releases from US software houses like Cinemaware and Spectrum Holobyte have thrust 16 bit gaming to the fore in everyone's minds. Games like *Falcon* and *TV Sports Football* genuinely deserve the much over-used phrase, 'state-of-the-art'. Next issue we'll be carrying a report from the CES Show recently held in Las Vegas. The future could be here sooner than you think . . .

Look out too for the results of our Reader's Poll. They've been flooding in since we printed the form, and if you still haven't voted hurry up, the closure date is 31st Jan.

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WE IN TAW want to swap stuff with people all over the world. Write to: Taw Madlav, 302 Yow, Hafrsfjord, Norway. We are on the Amiga.

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AD INDEX

CBM 641541, C2n, swap the latest stuff. I swap all about music for latest stuff, I am a disc jockey. Javier Bernal, Echegaray No 1, Cantalejo 40320, Segovia, Spain.

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tommy's TIPS

Mega problem

● I am the proud owner of an Amiga 1000, but I am getting increasingly frustrated by the fact that more and more programs, particularly graphics programs, will not run properly unless you have at least 1 Mbyte of memory. The price of the 0.5 Mbyte RAM board for the A500 is not too expensive, but of course won't fit the A1000. All the RAM boards for the A1000 seem to cost a fortune and it all seems rather unfair, particularly as I paid more for my A1000 in the first place!
J Turnbull,
Swindon

One of the problems with machines like the Amiga is that the original concept of 256 kbytes, which the original machines were equipped with has proved to be totally inadequate. Commodore realised this and when the A500 was announced it already had 500 kbytes, with a relatively inexpensive upgrade to 1 Mbyte.

However, all is not lost for the A1000 owners as SPIRIT TECHNOLOGY have produced their 'Inboard' series of upgrades for both the A500 AND the A1000, at the game prices!!! I believe the prices start at £199 for a populated 0.5 Mbyte card with battery-backed clock, up to £399 for a 1.5 Mbyte card with clock. While that may be more than the Commodore 0.5 upgrade for the A500, this one allows you to add memory at a later stage by just adding chips to the board, plus being the best value I've seen for the A1000. Best of all, it fits INSIDE both machines making it also completely unobtrusive (to say nothing of the shock your friends will get when they see an apparently unexpanded A1000 running some of those expanded graphics displays!). The boards are available in this country from BYTES & PIECES or through ICPUG.

Business letter

● I own a Commodore 64 and wonder if you can assist me with the following:
1. I wish to buy a printer for my business, can you suggest a suitable printer for producing near letter quality text at an affordable price?
2. Can you tell me anything about the Commodore PC10 (other PC compatibility etc)?
3. I want to write programs in machine language but I don't know much about it, can you tell me the name of a good book for a beginner. Also the name and suppliers of an assembler program.

I would appreciate any help you can give me.
Sean Cooke,
Kenmare,
County Kerry, Ireland

There are a number of new printers coming on the market all the time, each claiming to offer more features for your money. As you will have gathered over the past few months, I am a great fan of STAR printers, although with the new EEC levy price rises, they are not quite such good value as they once were. However, I still rate the LC-10 as a good, relatively inexpensive printer (£250) with a lot of features for the money and a good NLQ quality of print. If you need something faster, or with really good NLQ then the STAR LC24-10 has to be one of the best value 24-pin printers on the market. One of the advantages of the LC-10 is that you can get it with a CBM interface included for the same price as the Centronics version.

As for the PC10, it has been rather overshadowed by the more recent models and the new pricing structure, but is quite a competent PC-clone. It is no better or worse than many of the other clones and really, software compatibility is much less of a problem these days than it used to be (at least for MS-DOS versions 3.XX). The PC10's main problem is its cost compared to many of the clones that come complete with a 20 Mbyte hard-disk. With only floppy drives, a PC's use is somewhat limited and most users who do not have access to a network, with its remote hard-disks, rapidly find the floppy based machines inadequate for today's software. You will pay around £575-£600 for a single drive movel PC10 and up to £750 for a dual drive system. With some AT-clones getting down almost to the £1000 mark, complete with 20 Mbyte disks, the PC10 pricing is a little out-dated.

With regard to machine language programming, I assume you are talking about the 64 rather than the PC10, in which case there are some very good products around. I doubt if any one book will give you everything you need, but two I would recommend are: Mastering Machine Code on your Commodore 64, by Mark Greenshields (Interface Publications £7.95) and Programming the Commodore 64 by Rae West (Level Ltd around £9.50).

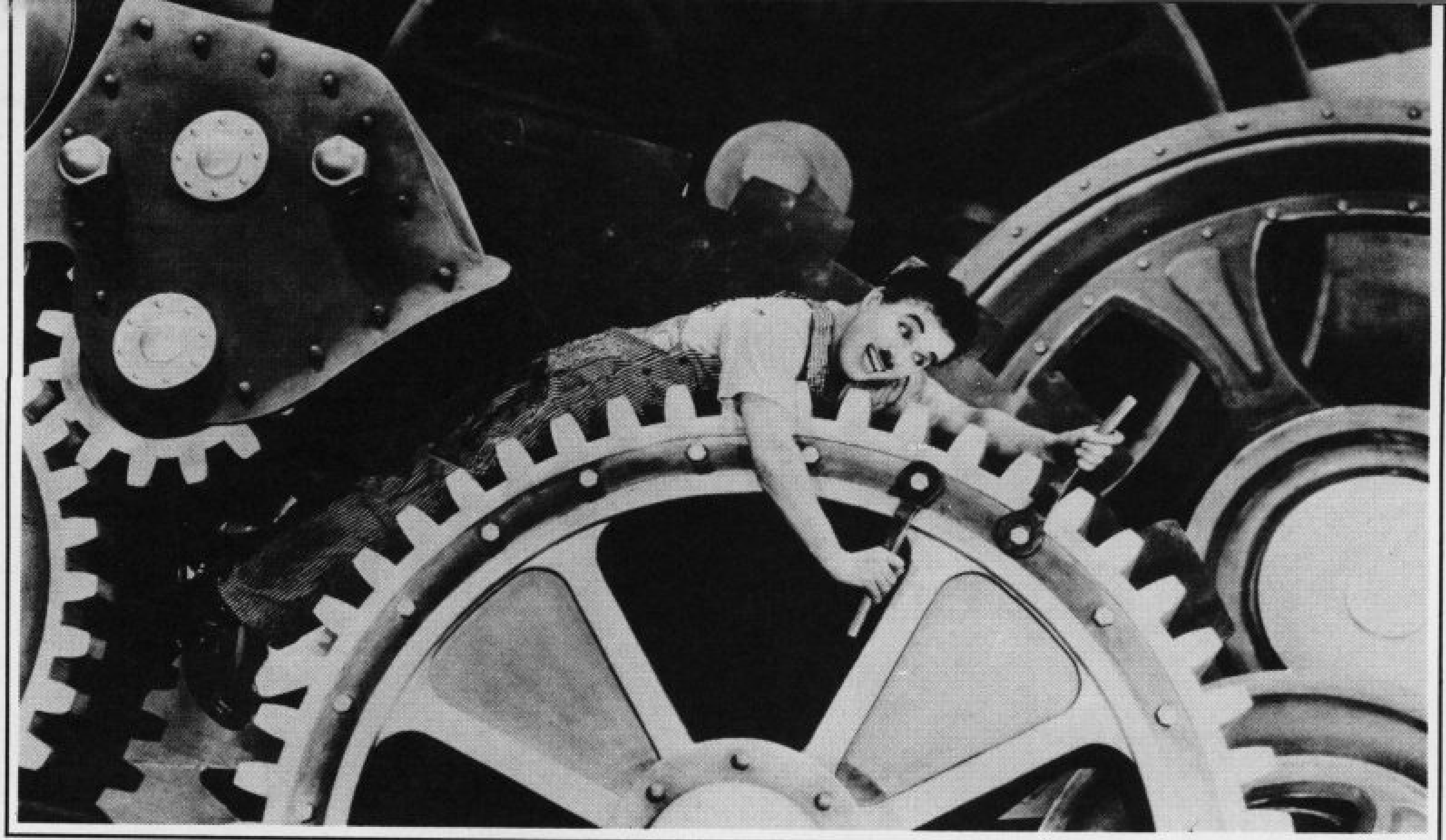
The most suitable assembler is also one of the most expensive: Supersoft's Mikro Assembler at £57. Being a cartridge means you don't have to reload every time you crash the system, as you will undoubtedly do many times while you are learning. There are cheaper ones on the market, but as with most things the cheaper ones often lack some of the facilities which make a beginners life that much easier.

Keyboards

● I have several queries:
1) Can replacement keyboards be bought for my C64. Preferably of BBC, Spectrum +3 or CBM 128D quality, if so how much?
2) How about a printer? I am looking for something of quite good print quality (suitable for amateur mag or fanzine) and in the £100-£150 bracket.
3) Where can I obtain some newpaper/mag producing software something in the Fleet Street Editor vain?
4) Can the LOGO4 programming language be bought for the 64?
5) How could I go about transferring pictures from paper such as comics on to my computer screen and what if any equipment would be needed.
Matthew Hollier,
Chard,
Somerset.

I am not aware of any keyboards for the 64, and I would be surprised if anyone does a replacement since there is not much wrong with the existing one. Unlike computers like the original Spectrum for which there was a great demand for a decent keyboard, the 64's keyboard was really quite advanced for a home machine at the price.

I am also afraid there is very little in the way of printers for the 64 at much under £220 which will produce anything like decent quality. Even if you picked up one of the very cheap (and VERY slow) daisywheel printers you would still need a CBM-centronics interface



Tommy attempts maintenance on an old Commodore supercomputer.

in order to connect it to the 64. However, if you also want to print graphics, as your third and last question indicates, then even a cheap daisywheel would be no good. This means you are talking about a dot-matrix printer, and the cheapest one I know is the Citizen 120D at around £140. The quality of this is unlikely to be adequate on text though, so you might need to move up to something like the STAR LC-10 (with a CBM interface) which costs around £240.

Desk Top Publishing programs for the 64 are not going to be in the same league as machines with an 80-column screen, but there is **Geopublish** ***at £35-£49 or*** **The Newsroom** ***also around £30; you can also obtain Clip Arts disks for the latter. Finally there is*** **Stop Press** ***at around £80 which includes a mouse. To transfer pictures into your computer requires a scanner. There are some very small and (relatively) inexpensive ones on the market now, but I can't recall ever seeing one that works with the 64. However, there are some video capture systems on the market, but they are expensive (especially if you have to buy a video camera) and you may have problems using the resultant pictures in your document.***

The only other way is to redraw the cartoons using a graphics tablet, but this is rather hard work unless you are already pretty artistic. You may have to cheat and use the clip art pictures, even though this isn't quite as satisfying.

Finally, LOGO is available for the 64 (I don't know what the difference is between LOGO and LOGO4), although you might have difficulty finding a dealer with a copy; I haven't seen it advertised much recently.

Which computer

● I cannot decide whether to purchase an Atari ST or an Amiga 500. Many of my friends have STs but none have the Amiga so this would probably influence my choice. So could you please tell me which is the best to buy and why if you could? I would also like a printer and wordprocessor package to go with the machine you suggest.
Steven Gregory,
Lowton,
Nr Warrington

If you look at both the Amiga and the ST they have their strengths and weaknesses. What you must do is decide what you intend using the computer for, how much you have to spend, and whether you will want to expand it. At the risk of drawing the wrath of any ST owners I have to say that of the two, the Amiga is potentially the better and more versatile machine. Note that I say potentially because to really take advantage of everything the Amiga has to offer would cost an arm and a leg in hobby-computing terms.

If you are contemplating using the computer to control midi systems as the prime purpose for example, then the ST comes complete with built-in midi ports and a lot of software designed for just this purpose. While the Amiga has a growing range of software, and midi adapters are available, it is still not such good value if that is its prime purpose. On the other hand, even with the optional blitter chip, the ST doesn't match the Amiga for its flexibility and speed when displaying moving colour graphics. This increases the Amiga's gaming potential. Since you already know people with an ST, go and ask to have a look at one and see how well it does the sort of thing you want. Then do the same with an Amiga, either at a dealer or a show.

As for printers, then if you can afford it I would recommend one of the excellent colour printers on the market now, the STAR LC-10C being a very good choice. Colour printers will really let you exploit the graphics capability of either the ST or the Amiga, but also allow good quality of text for things like word-processing.

Actually choosing a word-processor program can again be a minefield where personal preference is concerned and I have also not looked in detail at any ST packages. I am a great fan of **Vizawrite**, ***it's one of the easiest word processors to use combined with good flexibility, but it also has a few quirks which are guaranteed to infuriate people who are used to packages on the IBM range of computers. If you are looking for something inexpensive then*** **Scribble!** ***on the Amiga may be suitable. However, new ones such as*** **ProWrite** ***are appearing, all equally impressive. The thing to note is that some WP programs are What You See Is What You Get (WYSIWYG), with the possible exception of displaying certain font styles on the screen. Others are Post-formatted (or Format on Printing) which means that you don't see what the final result will look like until it prints out, but they often offer more options than the former type.***

I prefer the WYSIWYG approach personally and if you are doing just letter type documents then this is often the easiest and quickest method. Work out what features you need, check which ones have all those features, then buy the cheapest one.

With prices ranging from £49 to over £220, don't be swayed by bells and whistles you will never, ever use.

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THE LAST WORD

Twas the season of good cheer! But now it's back to a humdrum existence soaking up the back page of CU for TLW. It's a time when resolutions are more easily made than broken (as someone once said) and the Ed proved it true. Despite Nick Kelly not being here, and the fact that he'd resolved to be nice to everyone this year, he'd shouted at TLW within moments of coming into the office and reduced us completely to tears. And all we'd done was drink his Christmas ale . . .

● Didnt we tell you Nick Kelly was leaving? Sorry, we didn't think it was important. The roving Irish troubadour has gone full time with his showband The Fat Lady Sings. Anyone with bookings for wedding receptions, christenings and parties should contact him care of CU.

● The (large) holes left by the behinds of O'Kelly and Steve Jarratt have however been filled. So it's a warm gameshow welcome to new Staff Writer Mark Heley, another journalist with a musical leaning. Mark writes for Blues and Soul and doubles as a DJ spinning Freestyle, Hip Hop and House at posey clubs. The Dep Ed's post is taken by Steve James the erstwhile editor of Bicycle magazine (and no he can't get you a bike or some cycling shorts). Steve 'Bird' James is also known for being a bit of a hot sax player, thus continuing CU's mandate for musical taste. This however doesn't apply to the ad dept.

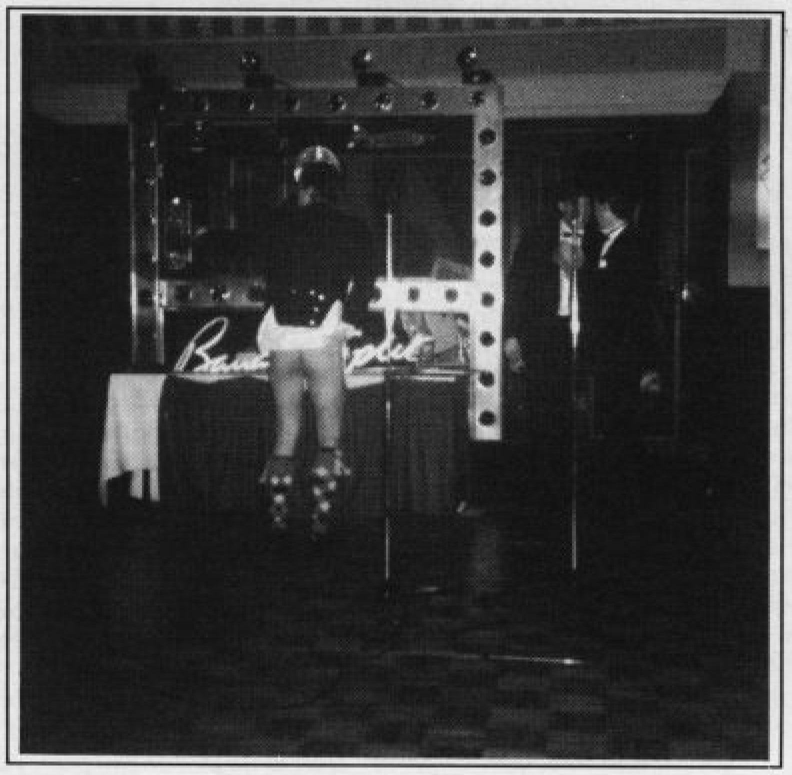
● Christmas naturally disappeared in a haze of overdrinking and overeating, nowhere more so than at the InDin. This is the software industry's regular nosh up and awards night, attended by anyone who's important or thinks they're important and ought to stump up the money to prove it. Mirrorsoft, Ocean and Rainbird scooped the majority of the awards — much to System 3's disgust. The evening soon descended into revelry. There was a spot of fund raising which resulted in some amusing and embarrassing cameos from the software supremos.

Gerry Howells, head of SSI at US Gold did a very creditable Tom Jones routine. It was so realistic in fact (jacket throwing, pelvic thrusts) that several women had to be dragged off him by the end. Ocean boss David Ward was then called on to perform his celebrated Mick Jagger impression. A bout of shyness overtook the great man and his impression shrivelled to a quick bout of microphone swinging and an embarrassed shuffle — probably more like Mick looked in court on a drugs bust. Perhaps he does it better in the bathroom (yuf, yuf).

The highlight was to come though when Domark's Mark Strachan was offered a large sum of money to reveal what was under the kilt he breaks out once a year. It was quite a lot of money Mark, so we thought it only fair the results were made public.



New additions: Left, Steve James the deputy editor and Mark Heley, staff writer. Poor suckers!



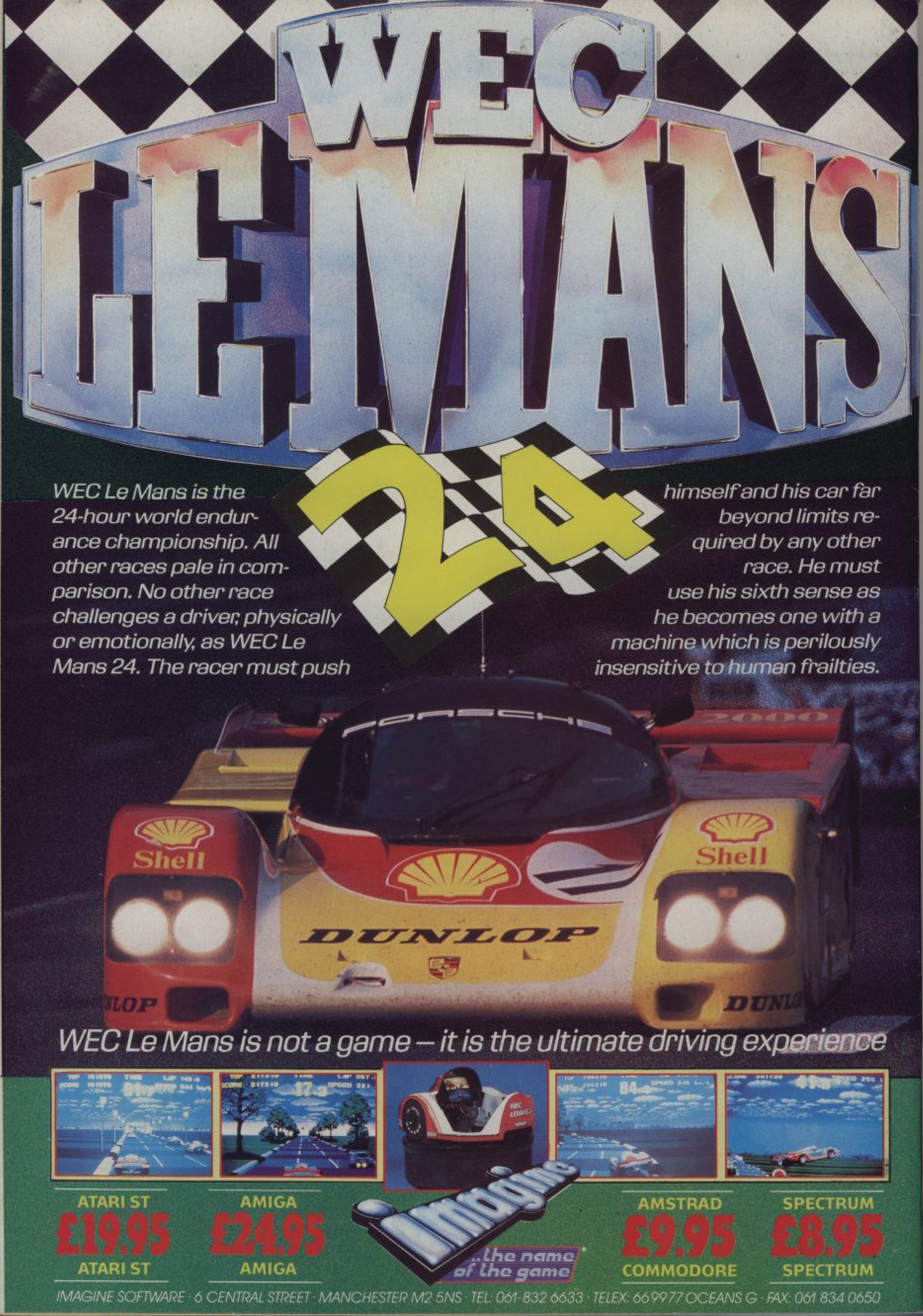
Mark Strachan reveals what a cheeky chappie he is. Don't turn round Mark!!!

● Anyone notice an embarrassing similarity between a front cover of CU and recent events? December's issue carried an illustration of an F-14 Tomcat from the JFK carrier shooting down a Mig 23. Ouch! CU has no clout with the Pentagon whatsoever.

● Meanwhile System 3 have scored a notable victory over coin-op company Data East. The litigious Japanese had one put over on them by crafty Cale after they slapped an injunction on *International Karate*, claiming he'd ripped off *Karate Champ*. It's a major coup and it could have enormous implications for the industry as a whole . . .



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